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NINJA HAMSTER
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WIZARD'S LAIR

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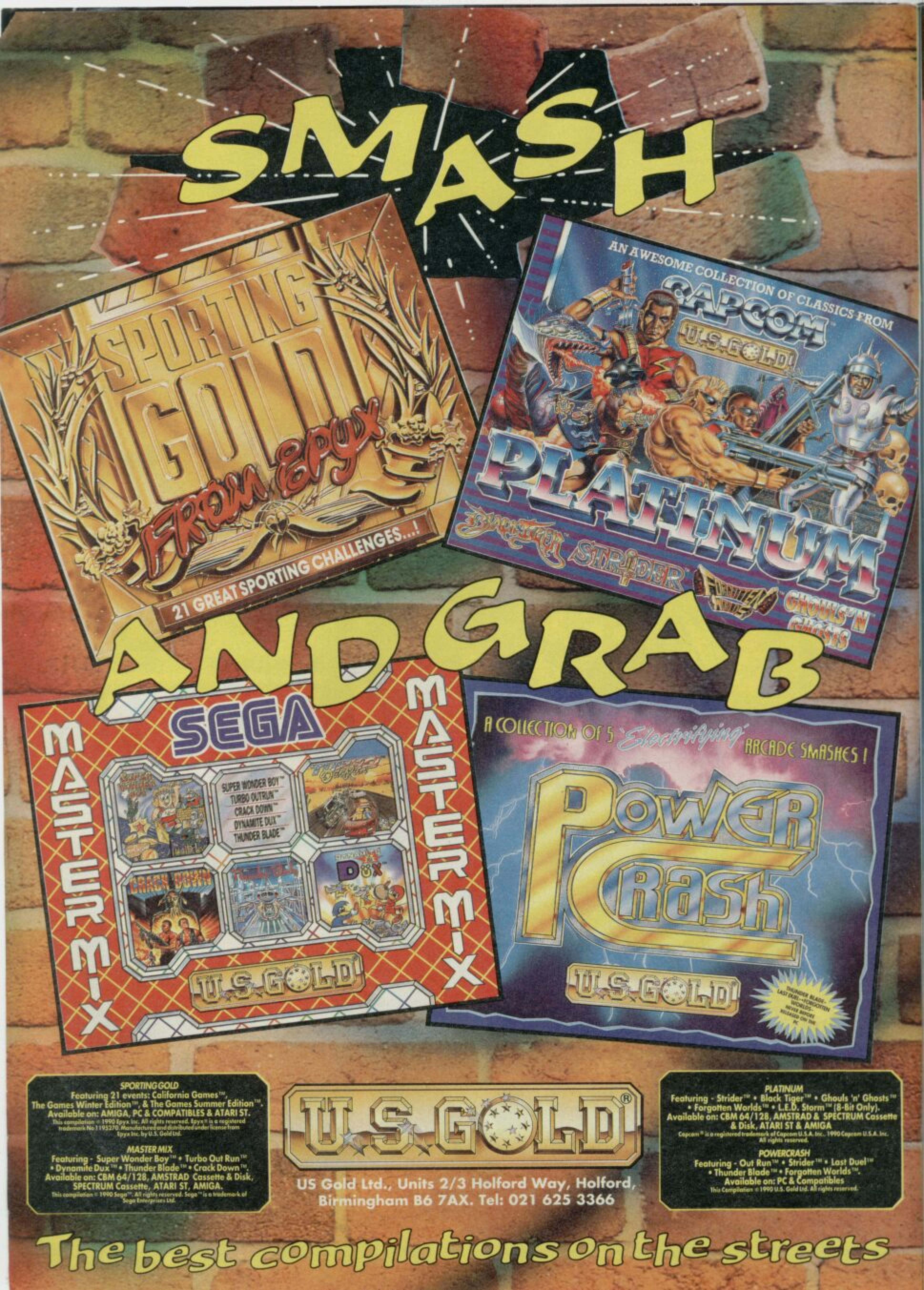
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Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.
NARC
ocean
© WILLIAMS
It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's
MR BIG!
ocean
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The best compilations on the streets

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1991 starts here
AND IT'LL BE A CORKER!



Lost in the corridors of Marsport – and only you can get him out!







GAMES

REVIEWS

PREVIEWS

YOUR SINCLAIR

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Future PUBLISHING

YOUR SINCLAIR F

The excitement of last month's spectacular Christmas Collection may be over, but with the return of the fabby-wazzy Four Pack there's no reason to despair! This month thrill to the comic beat-'em-up action of *Ninja Hamster*, puzzle over the mysteries of *Marsport*, quiver at *Moonlight Madness* ("The most terrifying 'bob-a-job' you've ever done!") and gasp at the adventures of 'Pothole' Pete in *Wizard's Lair*! It's astonishing – but true!

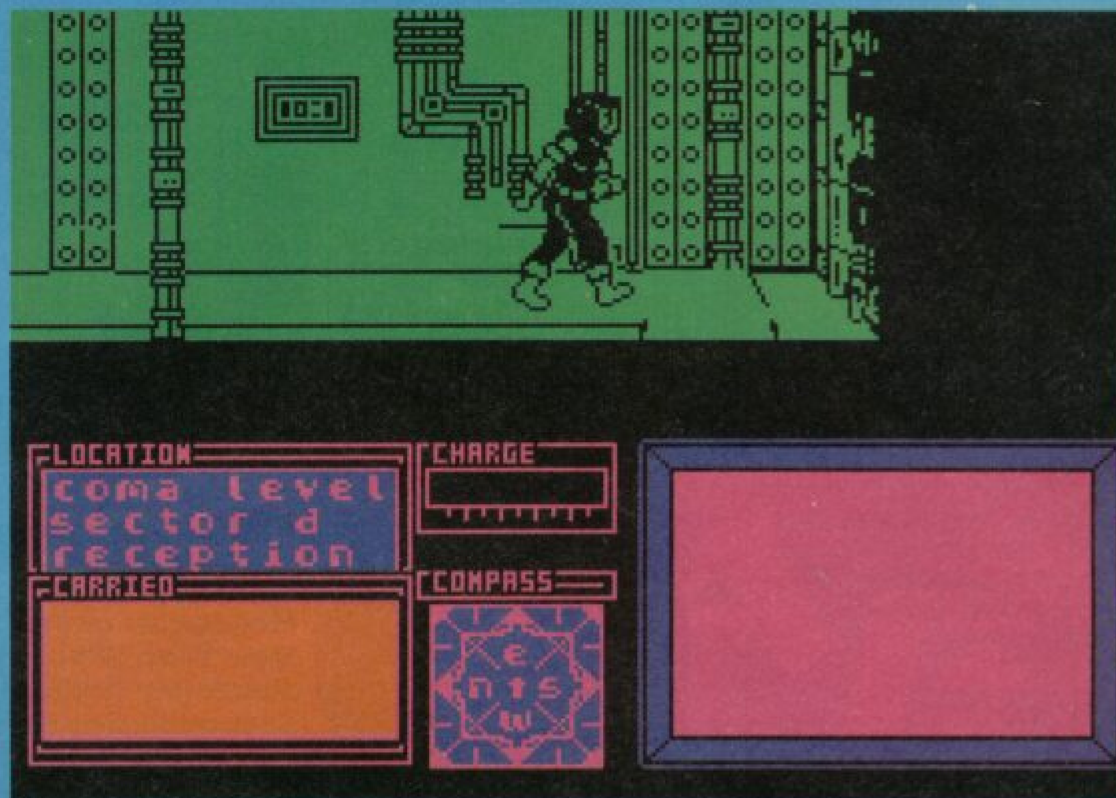
MARSPORT

Hewson

Marsport is one of a series of three classic real-time adventures originally published by Gargoyle Games. The other two (*Tir Na Nog* and *Dun Darach*) are set in ancient Britain, but with *Marsport* things have moved on quite a bit – a few thousand years to 2494 in fact! – and mankind has got to Mars. The only problem is, we're not the only ones!

For 70 years Earth has been under siege by the Sept, an advanced race from the centre of the galaxy. The only thing stopping them from invading is the huge Sphere Of Force, a defensive shield surrounding both Earth and the moon. The Sept are a powerful race though, and it won't take long for them to break through – what Earth desperately needs are the original plans for the force field, so it can be strengthened and the Sept held at bay.

There's only one problem – the plans are hidden somewhere in the computer city of Marsport (on Mars, believe it or not) and the Sept have long since taken over the entire planet! Not only that – the main control computer of Marsport (M-Central)



Here you are in reception (?). Where're the comfy chairs, where're the well-thumbed copies of *Country Life*, eh? Oh, well there's not much going down here. Let's go off and explore, shall we?

A few quick playing hints

- Be sure you map the game carefully.
- Make sure to collect a weapon.
- Study each problem in detail – the solution may not be all that obvious.
- Save the game regularly.

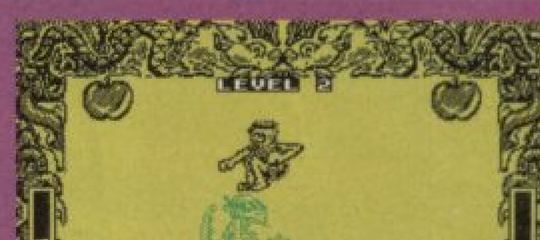
NINJA HAMSTERS

CRL

Ninja Hamster **is just about the weirdest beat-'em-up you've ever seen in your entire life – and then a little bit weirder! Long before the Ninja Turtles ever became big news, this similarly innocent-looking little pet had already learned the martial arts and fought for truth and justice – and against a whole gang of similarly mutated animals too! Want to know more? Then read on!**

You play the Ninja Hamster (of course), an honourable rodent who has just returned from a long voyage overseas, only to find his village terrorised by his arch enemies – Sinister Rat, the Lizard Of Death, Looney Lobster (ahem) and their pals! There's only one thing to do, of course – duff 'em all up in a series of bone crunching fights.

You'll need to keep an eye on your opponent's stamina (over on the left of the screen) and on the apple above your head too – let too many munches get bitten out of it and it's straight up to the great hamster wheel in the sky! To completely liberate your village you'll have to destroy all eight members of the gang in a series of eight fights. (48K Spec-chums will have to load them in two enemies at a time, so remember to stop the tape after the main program has loaded.)

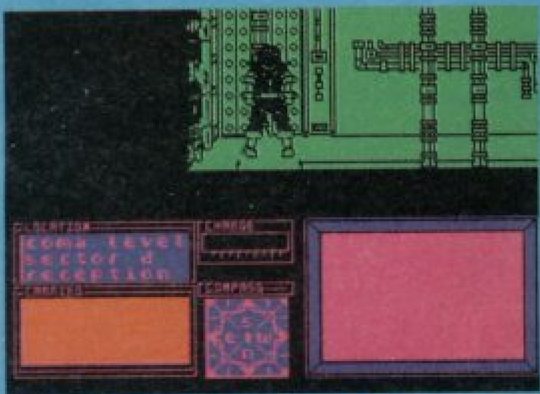


And you thought hamsters were sleepy, cuddly little darlings. (Shows how little you know really, doesn't it?)

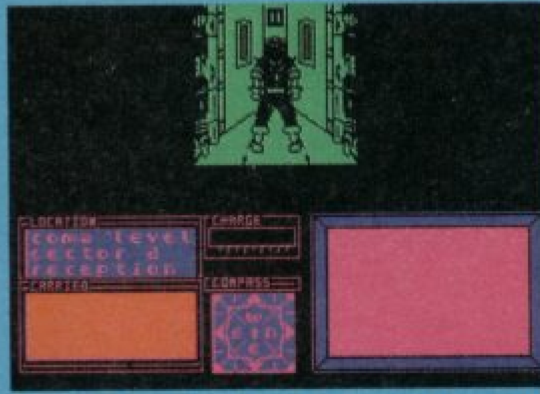


Ninja Hamster makes short thrift of yet another opponent. And - blimey! - we've more than doubled the previous high score already! (Hurrah!)

FOUR PACK No4



Already a barrier has been put in your way – find a way of opening the door and you might just be allowed to continue.



Ah, the special camera Left/ Right option. But I still haven't got any further than reception. (Shame there's no chairs.)

has been busy building up its own defences, so recovery looks a tiny bit impossible.

There's only one hope – a lone man, Commander John Marsh of the Terran Liberation Organisation, might succeed where an army would most certainly fail. Somehow we've managed to sneak him into Marsport where he's waiting, ready to start his mission. And this, believe it or not, is where you come in...

Your mission

You (controlling John Marsh) start on Level C of Marsport, near the access tube to the Space Field. Marsport is a three-dimensional city, where levels are connected by express tube which will take you up or down (but probably not both). Many sections of the city can't be reached until specific problems have been solved. You have three distinct objectives...

- Locate the M-Central computer.
- Gain access to the original Sphere plans, which will require re-exploration of the city, particularly the bits that have been unreachable to you up until now.
- Leave Marsport with the plans intact.

CONTROLS

Walk Left/Right	Alterate keys on the bottom row
Enter a Door	Enter
Camera Left/Right	Alternate keys on the second row, A to J
Pick Up/Drop	Alternate keys on the second row, Q to [
Select Object	Top row keys, 23789
Fire	Four corner keys
Autorun On/Off	The 4 key on the separate Numeric/Function block
Freeze/Unfreeze	The 5 key on the Numeric Block
Return to Options	The 6 key on the

Marsport Helps and Hinderances

Aliens These are all over the place and bound to be hostile – you can fight them or run from them, but you can't ignore them!

Robots These are controlled by M-Central and are used to defend the plans. Some are harmless, but some are warden robots who may mistake you for an alien (and thus attack).

Supply Unit These are the prime source of objects in the game and are continuously replenished.

Lockers Use these for storing objects once you've collected them.

Refuse Refuse units can be used to dispose of unwanted objects.

Charge Units A source of extra power.

Factor Units These can assemble two or more objects (and make new things out of them).

Key Stations These will normally require the insertion of a key object to release a nearby wall unit or door. Not all locked doors can be opened in this way, however – some may require a more active or remote solution...

Vidtex Units These can provide useful info which is displayed on the large video screen in the status area. Watch out for other wall units though – they may contain guardian robots.

Joystick Controls for Man Facing Right

Reverse for man facing left





P = Low kick (while ducking)
S = High kick
L = Middle kick
- Caps shift and space returns to menu



Prepare to meet your maker, Mr Lizard face!

WHO YOU FIGHT

Main program – Sinister Rat, then The Lizard Of Death
Load One – Mean Monkey, then Barmy Bee
Load Two – Crazy Cat, then Perilous Parrot
Load Three – Mad Dog, then Looney Lobster

CONTROLS

I = Left
O = Right
Q = Jump up
W = Jump forward
K = Flying kick
I&P = Block (right facing creature)
A = Duck
P = Punch

WIZARD'S LAIR

Blue Ribbon

Programmed by the award-winning Steve Crow, *Wizard's Lair* is a massive subterranean arcade adventure, packed with knights, executioners, monsters and all sorts of nasties! Want to know more? (Of course you do!)

You play 'Pothole' Pete, a brave (but rather foolish) explorer who's managed to get himself trapped in a vast underground cavern. Looking for a way out, Pete stumbles across the Wizard's Lair, an even bigger network of interconnecting caves, ruled over by an evil wizard and guarded by a giant lion. Pete's only hope of escape is to find the four pieces of the Golden Lion that are scattered around the place – only with those in his posession can he hope to get past the big lion guardian. Keep an eye out for all the other strange creatures that inhabit this underground world though – many will try and hinder you in your quest (though some may actually help). One quick hint – you're going to have to build up a decent map of all seven levels of the lair if you're to have any hope of escape.



Yikes! It's not the most hospitable of welcomes, is it, Spec-chums? (Er, who's going to go first?)



A natural barrier (a river) has halted your progress. (Time to get the inflatable arm-bands perhaps.)

Things to keep an eye out for

• Bonus lives (very valuable, as if you needed telling) • Secret Passages • Trapdoors • Rivers • Lakes • Waterfalls • Wells • Knights (the blokes who carry swords – very dangerous) • Executioners (the ones carrying axes) • Gold • Food • Drink • Weapons (can be thrown) • Rings • Diamonds • Spells (which you should make a point of collecting) • Wardrobe Lifts • Magic Lifts • Snakes



Eek! You're the little white blob – first get rid of those ridiculous critters and then head over to the red door.



Another scary room in the wizard's lair, more monstrous meanies and a choice of exits. Excitement city!

CONTROLS

Use Kempston or Sinclair joysticks, or define your own keys.

Numeric Block

MOONLIGHT MADNESS

Blue Ribbon

None of your exotic knights, wizards, spaceship pilots or plain and simple Rambo-types in this little outing, oh siree no. In *Moonlight Madness* you play a humble Venture Scout during 'Bob-a-job' Week – and you think it's your lucky day! You've found a massive old house you see, and it's a bit ramshackle – the owners are bound to need a few bits and pieces doing, aren't they?

So off you go, up towards the house when – eek! The door opens, and a white-suited scientist appears. He explains to you about the various booby traps he's planted around the place in order to protect his valuable inventions when suddenly he clutches his chest and falls to the floor, screaming about his pills!

It turns out that he's (rather foolishly) locked them in a safe, deep in the bowels of the house. Just as he's mouthing you the combination he collapses, leaving you with little choice – you either leave him to die, or search his huge house (running the gauntlet of booby-traps) in order to find the safe, recover the pills, and generally save the day.



Here you are at the very beginning. The Professor is gasping what may prove to be his last breath. Hurry, hurry, hurry!

Controls

Your scout can be controlled using either a Kempston joystick or the keyboard. Re-define the control keys to your own liking or use this little lot...

5 = Left
6 = Down
7 = Up
8 = Right
A/Fire = Go through door or press button
M = Music on/off
P = Pause
S = Save current game position onto tape
L = Load a saved portion from tape



Choose a door, any door. It's all a bit spooky but there's no turning back – the Professor's life hangs in the balance.

TAPE TRUBBS

Oh no! Disaster! Your tape refuses to load! Don't worry though, we've got the ideal solution. Simply send your Four Pack with a stamped and addressed envelope to YS Four Pack No 4, Tape Returns Dept (Feb issue), Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD. A replacement will come speeding your way within, ooh, no time!



From the programmers of Silkworm, the shoot 'em up of the eighties, comes SWIV, the shoot 'em up of the nineties.
SALES CURVE
STORM
SWIV
AVAILABLE ON AMIGA, ATARI ST, CBM 64, AMSTRAD, SPECTRUM
FREE Poster and Badge!
Computer aided weapons systems on-line, communications equipment operational. System checks complete, prepare for combat as a member of your nations elite assault team - SWIV. Two different vehicles of devastating destructive power, fighting together in one team.
PRIMARY OBJECTIVE: Destroy enemy control centres.
SECONDARY OBJECTIVE: Interdiction mission. The destruction by military force of all enemy units.
SWIV - No one knows what it means but everyone will know it when it arrives. Coming soon.
"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November.'90
"Superlative Shoot 'Em Up Stunna." Zero November.'90
Screenshots shown are from the Amiga version.

YS PRESENTS

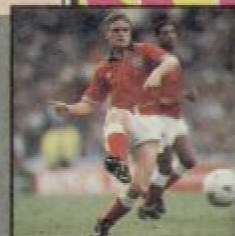
THE INS AND OUTS OF 1990

Well, it's that time of year again, isn't it, Spec-chums? Time to settle down with some hot, buttered toast and take stock of the year gone by. Not a classic in software terms perhaps, but there've been loads of other interesting developments nonetheless. Stuff like these for instance...

IN



IN FOOTBALL GAMES
Well, 1990 was World Cup year and everything, so it was only to be expected, but footie games smothered the summer, and still seem to be going strong even now. *Adidas Championship Football, World Cup Italia '90, Manchester United, Kick Off II, Kenny Dalglish* and oodles of others flooded the shops, and with a second Gazza game just out it doesn't seem to show any signs of stopping. (Help!)



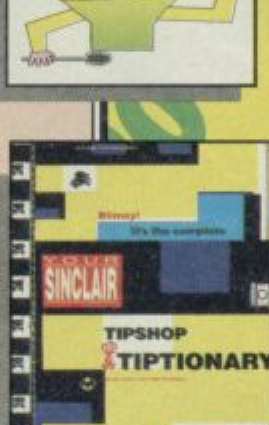
Actually, *Gazza II* wasn't half bad.

IN BATH
Well, London was getting a bit smelly and horrible, it has to be said. From the April 1990 issue *Your Sinclair* started to be produced by Future Publishing in Bath, leaving Dennis Publishing behind in London – and it looks all the better for it too, wouldn't you say?

IN CRAP GAMES CORNER
There are good games, there are bad games, and then there are crap games – and most of these seem to have been written by *YS* readers (in Basic) and then posted on to Rich Pelley! We've had hundreds of them and they're always incredibly funny (sometimes because they're meant to be, sometimes because they're *not* meant to be)! Long may it continue!



IN TIPSHOP TIPTIONARY – THE IDEAL CHRISTMAS PRESENT!
Um, says it all really. We spent ages putting this together, it's packed to the brim with all the best hints and cheats for hundreds of games, and it comes with a rather snazzy little POKEs tape stuck to the front as well. You should have one already, but if you don't what are you waiting for? Your brother/sister/mum/dad/granny would love one!



Still got some Xmas dosh left over? This is the book to buy!

IN BUDGET GAME LICENCES
Original Speccy products may have been few and far between in the full price world lately (with most big games starting life as films or coin-ops) but we could always rely on the budgies to come up with new characters (if not new ideas). Until this year that is, when suddenly it seemed as if every obscure TV character was available on the shelves at £2.99. Hong Kong Phooey, Ruff and Reddy, Count Duckula, Sooty and Sweep, Postman Pat – they were everywhere (even if half of us couldn't remember properly who they were in the first place).

Add to that Ocean at last entering the budget game market seriously with their Hit Squad label, the continuing success of the Dizzy character, and the first budget compilations and you can see that it should have been the Chinese Year Of The Budgie (and not the monkey or whatever it was at all).

Pssst

IN



IN THE SAM COUPE
The great white (well, off-white) hope of Speccy owners first appeared at the front end of the year, having just missed the previous Christmas. "Is it the Speccy of the nineties?" we asked , and certainly the tech spec was impressive – almost twice the processing speed of the Speccy, eight-channel sound, 128 colours, an excellent Basic, and all sorts of neat little ports letting you add on everything from an extra disk drive to a video camera. It claimed full Speccy compatibility too – here was a machine you could upgrade to without rendering your entire software collection useless. After Amstrad, the fact that the creators (Miles Gordon Technology) seemed to genuinely care for their customers was a blessing too. Everything seemed pretty exciting indeed...



Mmm – the SAM robot. (Irritating little git really.)

IN CONSOLES
Industry-type people had been saying the console boom would start for years now – after all, Nintendo has been a household word in the USA for ages – but this was the year it actually began to happen. Virgin started pushing Sega hard, Nintendo started to make inroads, the Megadrive at last became officially available, Gameboys started appearing in the shops and both Amstrad and Commodore removed the keyboards from their 8-bit computers and created consoles of their own. So where does that leave the Speccy? Well, it's still the cheapest home computer you can buy, and software (at £2.99 and £9.99) is still a fraction of the price of console games, but this Christmas will have been a test for it. (Still, there's always the Russian Hobbit console to hope for...)

IN RUSSIAN SPECTRUM CLONES
As reported in Rage Hard a couple of times recently, a company in Leningrad has taken the Spectrum, updated it, bunged it in a new case, called it The Hobbit and (in doing so) found themselves with the most popular computer in Russia. There's even a console version now too!



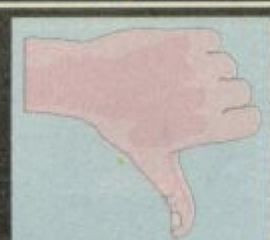
It's almost exactly the same tactic that brought us Lada cars, which leads you to wondering – will they ever try to sell the Hobbit in the UK, and if so will it be at a similarly competitive price point to the Lada? Perhaps this is the future of the Speccy (and not the SAM Coupé) after all? Let's wait and see...

IN BOXED COVER CASSETTES
This was the year that the cover cassette war between the Spectrum mags reached new heights, with rather snazzy-looking little boxed items appearing all over the place. That's good for the readers in lots of ways – they now get more games cheaper than ever before – but it can be bad too. How many good Speccy mags have you see lately (*YS* excepted, of course)? Not many...



The *YS* Four Pack – a class act or what?

OUT





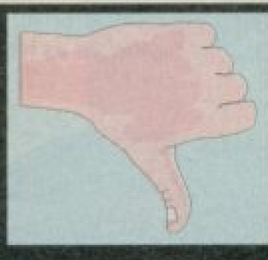
OUT ORIGINAL PRODUCTS
A bit sad, this. There've been lots of good, well-programmed games this year, alright, but where's the *Head Over Heels*, where's the *Uridium*, where's the *Cybernoid*? The programmers have all gone off to work in 16-bit, that's what, where original products abound. Hurrah for the few originals we've seen in 1990 – Raf Cecco's *Deliverance*, Blade's *Lords Of Chaos* – but what a shame there weren't more of them, eh?

OUT SAM COUPE
Oh dear oh dear. The summer brought bad news – MGT had gone bust and the SAM project looked in a very wobbly state indeed. Plagued by continuing Speccy compatibility problems, the need to send out thousands of ROM chip upgrades to existing users, a price point (with optional disk drive added) not really all that far off that of a baseline ST, and all sorts of other expensive problems, finance for the company eventually ran out. The machine is by no means dead – some smaller software houses are still producing products for it, the user groups still seem strong and, indeed, by the autumn creators Alan Miles and Bruce Gordon had bounced back with a new (much smaller) company, SAMCO, to support existing users. Whatever the future holds for the SAM, it looks like it'll remain a small, specialist thing though, rather than the mass market machine it was intended to be. What a real shame.



Hello and goodbye – the SAM takes a bow.

OUT



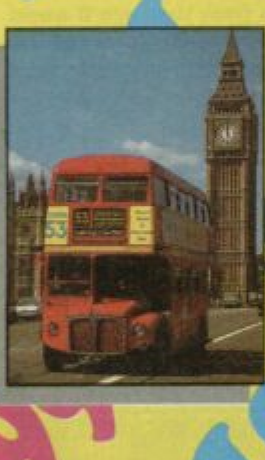
OUT SOFTWARE HOUSES
Erm, well, not software houses as a concept you understand, just certain individual ones. Activision will effectively pull out of the UK computer market over the next couple of months, for instance, and are already running on a skeleton staff. Grandslam seemed to have gone too, only to resurface with *The Hunt For Red October* at the end of the year. Tynesoft disappeared from the map as well, but it wasn't all bad news – some new software houses arrived (Storm, for instance) and some old ones returned to the Speccy (hello, Elite). So that's alright then.

OUT +3 SPECTRUM
Yes, you're right, you can still buy them in the shops – but it won't be for much longer! You see, Amstrad have stopped manufacturing the +3 (as we reported a couple of months ago) and are concentrating on the +2 (cheaper, and more of a games machine) instead. Quite why is unclear, except for the fact that they want to clear the way for the new generation of cheap(ish) disk drive Amstrad computers, and don't want someone buying a +3 when they might otherwise spend a good deal more on the CPC 6128 Plus. A sad day for Speccy owners, it has to be said.



(Sniff sniff boo-hoo-hoo!)

OUT LONDON
Well, it was getting a bit smelly and all that, and moving out into the countryside does seem to be the done thing at the moment. And – would you believe it – Bath is just about as nice a bit of the countryside as you could reasonably hope for. (We do sort of miss smelly old London a bit though.)



AND SO TO 1991...

And what will it bring? Blimey! We don't know (Madame Pico's crystal ball has clouded over and everything) and it doesn't really seem worth guessing. What we can tell you though is that we're sure to be here to tell you about it. (Hurrah!)

COMPO WINNERS

Congratulations, celebrations and our heart-felt love to Kevin Tickle of Liverpool, Paul Tibbenham of Basildon, SR Walsh of Bristol, Wesley Phillips of Cheltenham and James Bell of Blackpool. Why? 'Cos they're the winners of our fabby December ish compo, that's why! Plus D Interface/ Disk Drive Systems (courtesy of Datel Electronics) are in the post (almost).

T'zers

◆ Just when it was starting to look as if all the software houses had completely exhausted themselves in the rush to get their Christmas games out, news started to filter through of the new licences they'd all signed. Hurrah! T'zers won't be totally empty after all!

◆ US Gold are first up, and it looks like they've signed absolutely loads! There are all the Sega titles for a start – check out the first two, *Shadow Dancer* and *Super Monaco Grand Prix* this issue – but also loads of Capcom stuff too.
The Sega titles first, and how about *G-Loc*, a massive hydraulic cabinet air battle game in the *Afterburner* and *Thunderblade* mould. You fly a massive helicopter through three different battle zones if memory serves, and although these big 3D jobbies are notoriously hard to convert, US Gold probably have a better chance than most – after all, their *Thunderblade* was one of the best of its type on the Speccy, wasn't it?
What else? Well, how about *Bonanza Brothers*, a split-screen, two-player puzzle-type game? You play the bad guys for a change, doing your best to sneak money off banks, casinos and all sorts while avoiding being caught by the security guards. For want of a better way to describe it, it's like a sort of computer version of hide and seek. The third Sega title is *Alien Storm*, currently being converted by Tiertex. It's a sort of futuristic *Operation Wolf* thing, but set in space and packed with all sorts of aliens to do in. It looks fun, if not particularly original.
Capcom stuff now, and first up is *Mercs*, a giant two-player shoot-'em-up currently being handled by Tiertex. Follow-ups include the beat-'em-up *Final Fight* (which has massive graphics if we remember right), the *Golden Axe*-like *Magic Sword* (under development at Probe) and *Mega Twins* (a Rainbow Islands-style cutie).
Finally, and at long last, there's OutRun Europa, the driving game developed at Probe and featured on a classic *YS* cover as long ago as May 1989. The first version of it was canned to make way for the official sequel, *Turbo OutRun*, but now it's back. Expect to get your chance to drive a Ferrari through the streets of Europe sometime towards the end of the year.

◆ A bit of a break from news of the big licences for a moment, though in actual fact this next one is a licence of sorts itself. It's from Accolade actually, who'll be making a bit of a move away from the simulations that made their name with their next Speccy release – *Stratego*, based on the classic board game of the same name. (Or at least, they insist it's a classic – here in the YS office nobody has actually heard of it!) Keep your eyes open for a release fairly soon.

◆ Back to the big boys now, and Ocean. Coin-op conversions make a tidy profit of course but it's with the big film licences that the real money lies – or so it sometimes seems. As reported last issue, *Terminator II* has finally been confirmed for the end of the year, but before that we'll hopefully be seeing *The Simpsons* (based on the cult cartoon currently showing on Sky TV). For those who haven't seen them (though you must have spotted the character Bart Simpson on T-shirts, in newspapers and elsewhere) the cartoons are generally short, rather bizarre stories based on everyday events in the lives of a normal suburban American family. Normal, that is, apart from the fact that they've all got yellow skin and sort of jagged pointy heads. Quite how they'll make a computer game treatment out of it all is pretty unclear, but we await the results with interest.
Far more obviously a candidate for computerisation is *Darkman*, based on the all-action comic/horror movie that did the rounds before Christmas (so presumably the game is intended to tie in with the video release). Plot is like a sort of updated *Phantom Of The Opera*, with lots of violent action scenes – just the sort of thing that would respond very nicely indeed to the *Batman The Movie* treatment.
Then there are the coin-ops where there's loads happening too, but oops! It looks like we've out of space! Better save it all for next issue, eh, Spec-chums?

PANG

Ocean/£10.99 cass/£15.99 disk



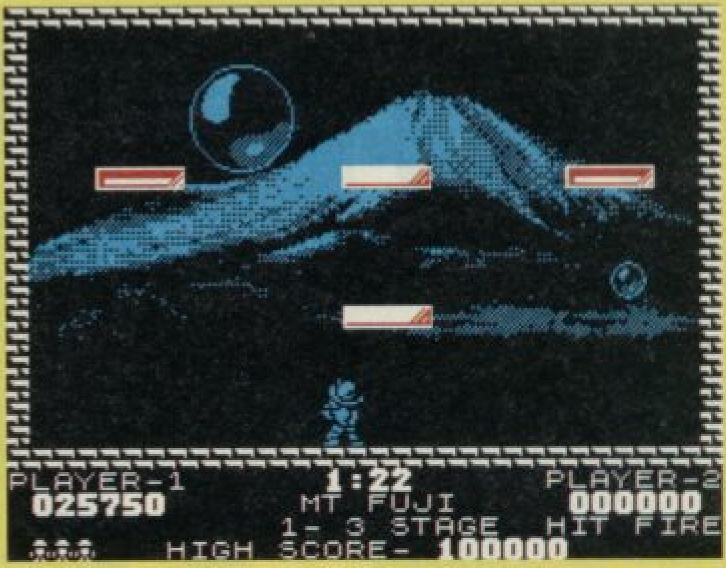
Jonathan 'Pang'. It's an odd word, isn't it? It sounds like the sort of thing you see inside speech bubbles in French comics. A bit like 'Paf!' and 'Aïe!' – that kind of thing. Although it's normally associated with hunger or maybe guilt, I looked this 'vaguely onomatopoeic' word up in my dictionary and it actually means "a sudden, sharp, brief pain". Quite apt, really, although playing *Pang* tends to induce more of a constant, dull pain somewhere in the depths of your stomach. It's maddeningly addictive, you see, and utterly unturnoffable.

So what's it all about, then? I'll try to explain. When the game starts there's a little bloke at the bottom of the screen – you. And, apart from that and a spooky background picture, the screen's completely empty. Oh, except for a giant bubble that is, just begging to be popped. Do so and it'll split into two smaller bubbles which float off in different directions. Burst those and they divide again. It's a bit like *Asteroids*, or whatever that arcade game was called, only different. Once the bubbles are small enough they disappear, and when they're all gone you've completed the screen. Good, eh? The only thing is that the

Further complication is caused on later levels by the appearance of platforms and ladders which, while being pretty useful for climbing up and down, tend to make the bubbles bounce around rather unpredictably. Luckily they can often be blown away to clear the air a bit.

And isn't there something we're forgetting here? Add-on weapons? Eh? There are loads of them, of course, ranging from lasers, through immunity, 'suspend-time' and double-fire to a weird pointy thing that looked quite impressive (but I died before I could pick it up). And there are bonuses too, in the form of bananas. All this stuff drops out of bubbles when you burst them, vaporising if you don't grab them quickly. Extra enjoyment is available via a two-player option which lets you and a friend take on the enemy simultaneously. Doing this usually means you can get through loads more levels, especially if you don't bring player two into the proceedings until later in the game.

Talking of levels, these are one thing *Pang* isn't short of. It's split up into 17 'countries', each of which has three or so screens with suitably scenic backgrounds. And, surprise surprise, they multiload in, but as I, erm, didn't quite get as far as the



Mind you don't shoot out one of those platforms instead of a balloon – or at least, not unless you mean to. (Lose them and that great big inflatable will be free to bounce all over the screen and easily squish you.)

What we've got then is an absolute apricot of a game. The sort of thing that's so addictive if it stood on a street corner with a cigarette in its mouth it would be arrested for loitering with intent. It's also ripe for tipping, so I'll look forward to receiving lots of level-by-level diagramatic guides for Tipshop.

If you haven't already made up your mind, here's some help – buy it. Now.

bubbles are a bit on the dangerous side, so you'll die if you get touched by one. And as they move pretty fast this isn't entirely unlikely to happen.

But, in the interests of playing fair, you haven't actually got a gun to shoot with. Not at first anyway. Instead, when you press Fire a sort of rope thingy (for want of a better word) unwinds up the screen, bursting any bubbles that touch it. When it bursts a bubble, or hits any other obstruction, it vanishes and you get another shot. What's handy about this is that you can unwind it in the general path of a bubble and wait for it to float to its death, rather than having to worry about standing underneath and aiming carefully.

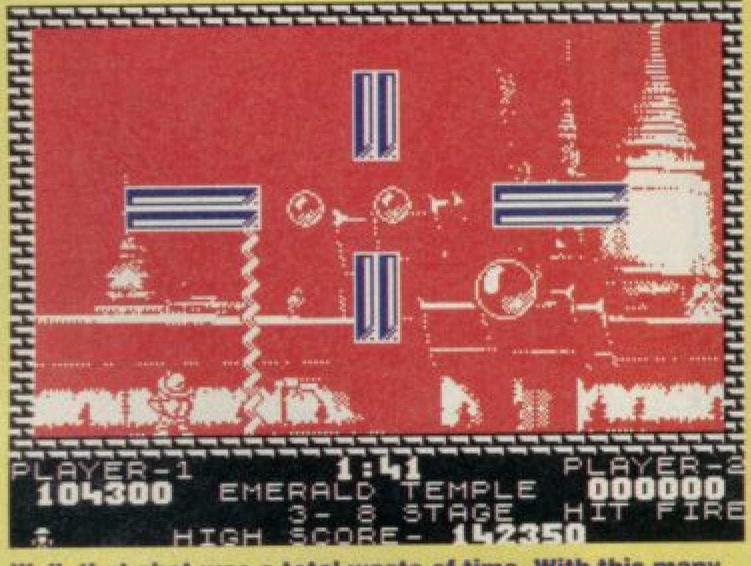
second load this didn't prove to be too much of a problem. Although the first few screens are merely tests of timing, later levels have sort of puzzle-type things to sort out (should you shoot out that block and release that bubble? Or would it be better to hang on for a bit and... ooops, run out of time – that sort of thing). And there might even be some more exciting baddies even later on in the game. Who knows?

As I've already mentioned, it's really very addictive indeed, combining all the best elements of 'cute' games, puzzle games and shoot-'em-ups. In fact, it's one of those games where tearing oneself away for long enough to do a review proves pretty impossible.

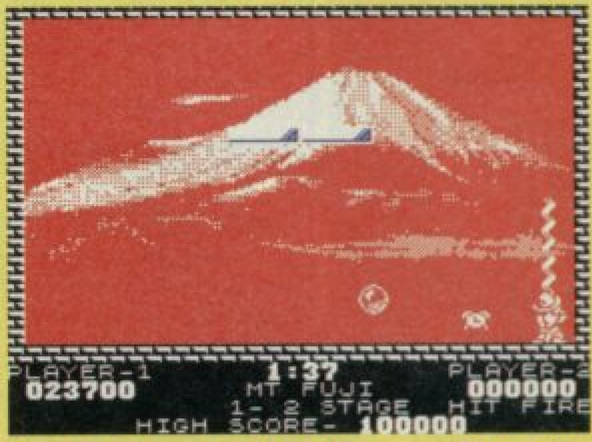
So what's the catch? Well, there isn't one, I'm happy to say. It's true that the collision detection isn't on your side, and games are often terminated to the cry of "It was nowhere near me! What a bast! I'm never playing this again, and I mean it this time!" but you soon come to accept its little quirks. Oh, and the music (mainly a remix of *Puff The Magic Dragon*, by the sound of it) is hardly compulsive listening. And it doesn't look earth-shatteringly good. But who cares, eh? At least you've got the tastily-drawn backgrounds to look at.



A clock icon! This'll freeze the balloons and give us time to blast them (not that we'll need it – we've almost cleared the screen anyway).



Well, that shot was a total waste of time. With this many platforms around it gets tricky to judge where everything's going to bounce.



These red screens show the one problem with the game – that the complicated backgrounds can sometimes get in the way of easy playing.



Blimey! See what I mean about the backgrounds getting complicated? (You could find yourselves with real problems here.)



Here's the map of the world you have to work across, from right to left. (We've not managed to get out of China yet by the way.)



These little gun things are the best pick-upable weapons - collect one and you should be able to clear the screen. Eat photon death, horrible bubble things!

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
96°	77°	95°

DIAGNOSIS

A trouser-endangeringly addictive puzzley/shooty/cutesy game with lots of bubbles in.

INSTANT APPEAL 84°

94°

JOYSTICK JUGGLERS

Winter is well and truly upon us. Every morning the *YS* Shed is full of sorry little mites with red ears and tingling noses, trying to warm themselves up with hot coffee from the machine (a futile task). Time for the Jugglers to dream about places they'd rather be, we fear...



Matt Bielby "This wouldn't happen if I was a pop star, you know. Oh no, given the chance I'd be off touring right now – somewhere hot like Bermuda or Australia. Of course I wouldn't actually have to do anything until I went on stage in the evening, so I could spend the days lazing on the beach with lots of scantily-clad girlies swooning for my..." Ahem! I think we'll have to cut you off there actually, Matt. (He meant for his autograph, readers.) Don't worry though, your day will come. (After all, if MC Tunes can do it, so can you.)



Andy Ide Where would you rather spend the wintry hours then, Andy? "On the beach with all the chicks of course (but not if Matt's going to be there). Alternatively it'd have to be in Tibet, snowed up in a monastery – all that peace and solitude and jingling bells. The only people around would be monks in saffron robes, gliding past on silent feet." Goodness, is there no end to this hippy nonsense? Pull yourself together, man. Get your hair cut and buy some decent trousers!



Linda Barker "Absolutely no doubt about it, I'd rather be in bed. It's nice and warm and cosy in there, and I wouldn't get out." What, never? But what if you wanted to, you know, go to the loo? "Well, maybe then. But everything I need is by my bed – my tapes and books and crisps and fags." But wouldn't you get lonely? "No, I've got Jasper and Julian." Blimey! I don't think we should pry any further! "But they're only my bear and my poster." Oh.



Jonathan Davies In an ideal world where would we find you, JD? (Not that we'd want to of course.) "The concept of an ideal world allows you to be at one with those who are no longer actually with us in body. The perfect wintry night would be spent sitting by the fireside, watching the dying embers with... sob... Farty the Warthog by my side. Outside the wind could be howling and flurries of snow beating against the pane, but within Farty and I would be warm and happy once again." Poor lad, he's completely flipped – he actually misses that monsterous warthog of his!



Jon Pillar Jon, is there anywhere you'd rather be? "No." What!? You mean of all the places in the world you could possibly spend winter you'd choose the *YS* Shed? Of all the fascinating creatures that populate this wondrous planet you'd choose to spend time with this sorry bunch? "Yep." What's wrong with you, man? "Nothing. I just like being here actually. (I don't get to visit your famous shed very often.) It's like a holiday for me." What very unusual chap!

SCORES

90° – 100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues – we guarantee it! Any game that rates an overall score of 90° or above gets the esteemed *YS* Megagame rating! It's a happening piece of software!

80° – 89° PDG! (ie Pretty Damn Good!) A game well worth digging deep into the old dosh bucket for!

70° – 79° A very enjoyable game, but might not be of lasting appeal to everybody.

60° – 69° A few niggles. Lacking in certain areas. Think before you buy!

50° – 59° Pretty average. Very average in fact. Actually, it's a bit crap.

40° – 49° Um, below average (believe it or not).

30° – 39° So sick it's due to be hospitalized.

20° – 29° Very poorly indeed.

10° – 19° Critical – not expected to last the night.

0° – 9° Clinically dead.

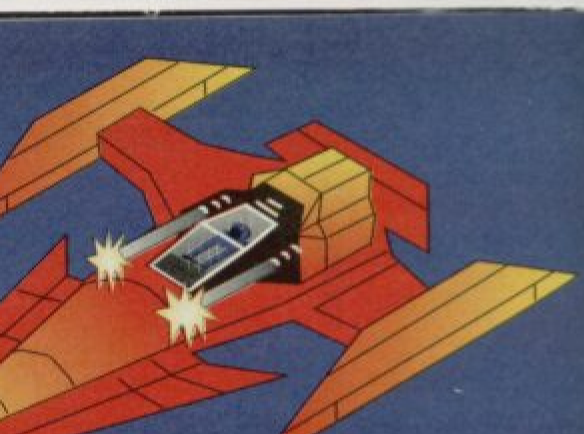
S.T.U.N. RUNNER

Tengen (Domark)
£9.99 cass/£14.99 disk



Matt Oh dear, oh dear. I suppose it was a bit of an impossible task asking anyone to do a Speccy conversion of *STUN Runner* – just about the fastest, snazziest little 3D race game ever seen – but I was hoping for something a bit more exciting than this. Admittedly they couldn't have done it in proper filled polygon 3D or anything – remember how slow *Hard Drivin'* ran last year? – but having sacrificed that for sprites it's just a shame nothing more impressive has been made of it. Oh (as I said before) dear.

You'll remember the coin-op of course (or maybe you won't – it was one of those space-consuming motorbike-shaped sit-on ones, so it didn't make it into many arcades). It put you in the driving seat of a sort of futuristic sled thing, zooming down the travel tubes of a gigantic future city. The unusual thing about your mount was that it didn't actually have any propulsive force of its own – instead it sped up (or at least kept going) by taking the fastest line (usually the outside wall) down the series of tubes and roadways. In fact, it was rather like a souped-up bobsleigh.



occasional booster pads which zoomed you forward to supersonic speeds, and the odd ramp to jump on later levels – but that was about it. Oh yes, except one thing – the fact that the tubes seemed to be packed with all sorts of weird enemy craft and obstacles that you had to shoot or dodge less they badly slowed down (or even destroyed) your ship. (Quite how the plot explains all this is I don't know – the packaging certainly doesn't tell you.)

Basically then, a remarkably simple coin-op – what made it was the impressive speed they got out of it and the gorgeous 3D graphics. It was actually one of my favourites of last year, but one that would obviously respond particularly badly to Spectrumisation. Take away the high speed visuals and well, there's precious little left.

And that's the over-riding impression you get with the Speccy version – that there's nothing much actually there. The problem isn't even that it's slow as such (as you might expect). In fact, as you bomb down the tunnel sections of the course, the banded colours of the walls wobble their way towards you undeniably quickly (fast enough to make your eyes go all funny in fact). Unfortunately this doesn't give the impression that you're moving (as it's meant to) half as much as it gives the impression that concentric circles of colour are flashing towards you out of the screen (which is exactly what's happening).



One of the road sections, complete with enemy battle-wagons (but sadly lacking in roadside detail). It reckons we're doing 800mph, but you'd never know it without the speedo.



Wheee! Here we go looping the loop, and yes, we agree – it's all quite pretty in a freaky sort of way. (It's just that it doesn't much feel like you're in a tunnel, that's all.)

Similarly, in the bits where the tunnels open out and you go scooting down an open road for a time all you get is a very basic rolling road with hardly any roadside detail at all. Without the gear-changing, accelerating and braking of a normal driving game (never mind the lack of any other cars to race) it suddenly seems like you've got very little to do at all.

And so it goes on. Apart from the colour changes, each level looks and acts very much like the last (a fault carried over from the coin-op) and generates very little excitement. Once you've got bored of collecting stars by flying over them (not only do these mark the fastest route, they also add up to give you 'shockwave' weapons, a sort of smart bomb) there's very little to do. In fact there's almost a criminal lack of progression between the levels – play one and you really have played them all.



This one looks like a spider's web, but no, it's meant to be a tunnel again (just of a different sort). Again, dead pretty to have running quietly in the background making spook-shapes (but useless as a game).

And that was the game really – just try and keep going until you get to the finish line, when you get bunged onto a new course. It was all kept remarkably free of complications – okay, so there were the



So where does that leave us? Well, very disappointed. I guess Domark are at the mercy of what Atari gives them with this current Tengen coin-op deal, but here's one game they would have been well advised to keep 16-bit only, if attempted to convert at all. (The Amiga version I've seen was actually pretty ropey too.) *Hydra, Thunderjaws* and the rest of their new batch look much more like potential Spectrum stuff to me.

Sorry, but the whole psycadelic thing would be better off blown up large and used as a backdrop for an Inspiral Carpets video than played as a game. Ho hum.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
63°	65°	60°	66°

DIAGNOSIS

Tedious, repetitive and not very impressive conversion of an impossible-to-convert coin-op. Not recommended.

64°

WIN! WIN! WIN!

ABSOLUTELY EVERY SPECCY GAME OCEAN WILL RELEASE OVER THE NEXT FIVE YEARS!! PLUS! EVERY GAME THEY'VE DONE UP UNTIL NOW!
(THAT THEY STILL HAVE IN STOCK!)

It's the competition of the century!

The set-up!
As you can probably guess, Ocean's warehouse is teeming with ace games – and they don't want them! No, siree, they want to get rid of them (!) and how do you think they're going manage that, eh? Throw them over a cliff perhaps, or smother them in concrete and bung them in the Thames? Nope, they've decided to give them all to us instead! The only problem is, we've got them all already, so instead of keeping them (which is what any sane bod would do) we're handing them over to you! It's a chance you just can't miss!



The details!
Up for grabs are every Ocean Speccy game they had in stock on December 31st 1990. That means all their big Christmas games – *Robocop II, Pang, SCI, NARC* et al – plus lots of golden oldies. You'll probably get *Batman The Movie*, the first *Robocop, Rainbow Islands, The Untouchables* – just whatever happened to be lying around. That's not all though – the winner will also get a copy of every Ocean Speccy release over the next five years!! (Count 'em – FIVE years!) At a guess, that'll be around one game every month – and all big name titles too! In fact, the only games that won't count will be the ones released between now and when we publish the winner's name in the May issue (out at the beginning of April). Is that a prize, or is that a prize? *(It's a prize. Ed)*

Picked yourself off the floor yet?
Oh, goodo, because that means we can now tell you how you can take a stab at this opportunity of a lifetime. It's simple as Simon, easy as pie, boneless as bananas – all you have to do is answer these questions about Ocean games by scribbling down a, b, c or whatever on the coupon. Are you sitting carefully? Then we'll begin.

1. Who tells you what to do at Chase HQ?
a) Miss Moneypenny
b) Nancy
c) Algernon

2. What was *Rainbow Islands* the follow-up to?
a) *Bobble Bubble*
b) *Bubble Bobble*
c) *Bubble Bobble*

3. Where do the Shadow Warriors hang out?
a) In the urban jungle of an American metropolis
b) In the darkest recesses of your imagination
c) On an outlying star of another galaxy

4. What did Arnie dream of in *Total Recall*?
a) David Bowie
b) Major Tom
c) Life on Mars

5. *Navy SEALS* – what a great game, eh? But who sung that reet old classic *In The Navy*?
a) Slade
b) The Osmonds
c) Village People

6. How many Batman games have Ocean released?
a) Two
b) Three
c) Four

7. Which of these three Ocean puzzle games earned the highest score in *YS*?
a) Puzznic
b) Plotting
c) Pang

8. Who programmed *Midnight Resistance* for Ocean?
a) Core
b) Probe
c) Special F/X

9. When we reviewed *The Untouchables* (over a year ago now!) did we call it...?
a) "An absolutely corking little game"
b) "An absolute corker of a game"
c) "A corkingly absolute little game"

10. When we first reviewed the coin-op Ocean based *Sly Spy Secret Agent* on (in Slots Of Fun), was it known as...?
a) *Sly Spy*
b) *Secret Agent*
c) *Secret Agent Man*

Yes, yes and thrice yes! I want to win (almost) every Ocean game ever! And here are the answers that'll prove it...

1 .... 2 ....
3 .... 4 ....
5 .... 6 ....
7 .... 8 ....
9 ....10 ....

My name is ....
and I live at ....
....
....
(Please print clearly – you don't want your games going to the wrong address, do you?)

The only catch is...
Only fooling! There is no catch! (We're honest as the day is long, we really are.) All you have to do now is get your answers down on the coupon, cut along the dotted line, stick it on a postcard or envelope and send it off to *Every Drop In The Ocean Will Soon Be Mine (Ha! Ha!)* Compo, *YS*, 30 Monmouth Street, Bath, Avon BA1 2BW. And watch out for that closing date – it's February 10th 1991!

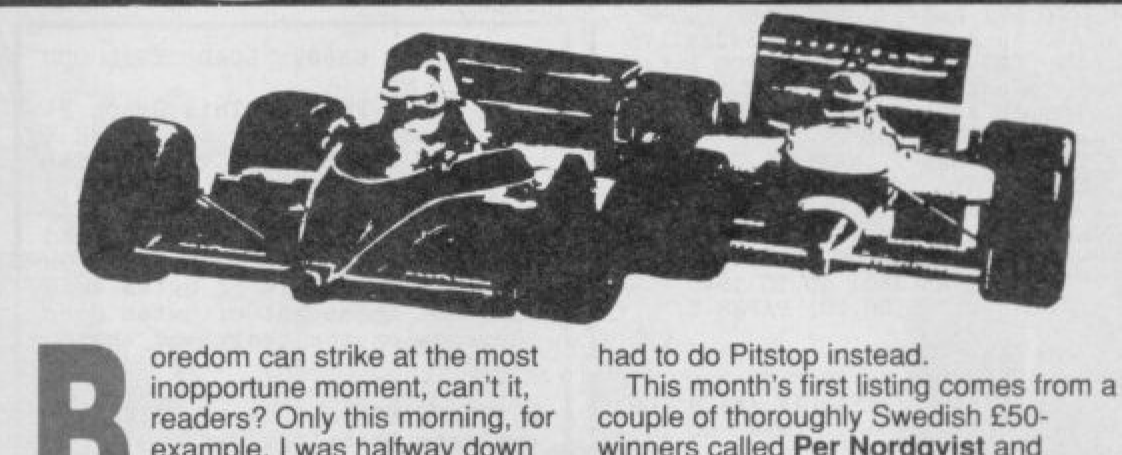
RULES AND REGULATIONS
- Ocean and Future Publishing staff are not allowed anywhere near this competition (so hah!).
- We've bribed the postie not to deliver any compo entries after February 10th 1991 (so don't bother applying after then).
- Matt's word is final (as always) so don't go arguing with him about whether you've won or not – he just won't listen!
- There are no runners-up or second-prize winners in this compo – it's all or nothing. (So ner!)



Gazza II
Brilliant control, the air of excitement and fantastic playability transport you into the atmosphere of World Class Soccer.
Featuring the 40 Top Teams in Europe!
Play Sunday League up to International!
Pick your Team from the squad!
Decide your Formation!
Each Player with unique Characteristics!
Man to Man marking!
Corners, Free-Kicks, Tackling, Penalties, Throw-ins & Goal Kicks!
Swerve, Chip, Drive & Cross!
Multi-directional scrolling!
Injuries and Bookings!
Variable Pitch Surfaces!
Variable Wind Speeds!
Full management section for up to 16 players!
Versatile tactics editor adds a whole new dimension: be the player, manager and coach!
Amiga screen shots shown
Features taken from Atari ST and Commodore Amiga versions
Features may vary depending on format
RAZE RAVE 91%
Gazza II - the football game that will have you playing until the next World Cup!!
EMPIRE
EMPIRE SOFTWARE, 4 THE STANNETTS, LAINDON NORTH TRADE CENTRE, BASILDON, ESSEX SS15 6DJ. TEL: 0268 541212.

PROGRAM PITSTOP





Fresh back from, um, nowhere actually (his parents didn't want him home for Christmas, so they just sent him a Tesco mince pie and 30p to buy a carton of cream with instead), it's JONATHAN DAVIES with loads more of his labrynthianly-lengthy listings!

Boredom can strike at the most inopportune moment, can't it, readers? Only this morning, for example, I was halfway down the stairs when it suddenly dawned on me that there'd be nothing to do when I got to the bottom. I turned round to retrace my steps, only to realise that upstairs was equally amusement-free. I just had to stand there for about half an hour trying to think of something, however trivial, to pass the time. Nothing sprang to mind, so I just had to do Pitstop instead.

This month's first listing comes from a couple of thoroughly Swedish £50-winners called **Per Nordqvist** and **Svend Jacobsen**, and it's the first half of a really very impressive, erm, 'thingy' program. And hot on its heels is **William Fraser**'s slightly technical *Evaluator* routine – just the job for evaluating things.

Let's just hope they've found a decent photo this month, eh? *(Not a chance. Ed)*

EFIL

by Per Nordqvist & Svend Jacobsen

It's a bit of a spooky one, this. Not only has it been written by Per Nordqvist and Svend Jacobsen (who, in case you're becoming convinced that I make all these names up, actually come from Sweden), but it's also a sort of psychedelic, 'hippy' type of program. *(Yeah? Andy)* The other thing about it is that it's apocalyptically long, so I've decided to spice things up by doing it as a cliff-hanging 'two-parter'. So this month you've got the first chunk of the Basic section, the rest of which will be printed next month along with a brief hex section and some detailed instructions.

So what's it all about, then? Well, remember last month's *Life* program? You do? Well this is roughly the same sort of idea, but a lot more complicated and interesting to look at. (The more astute among you will already have realised that *Efil* is *Life* spelt backwards.) For a start *Efil* is in colour, and that's where things start to get complicated. Although *Efil* uses *Life*'s method of generating new cells by looking at the cells surrounding them, the calculations it does are a lot more complicated. And you actually get some say in the matter too.

What the program does when it's generating a new cell is to look at some of the squares surrounding it (you decide which ones) and then add up all their colours (with 0 for black through to 7 for white). It then looks up the answer in a table of rules (which are also specified by you) and finds the colour of the new cell. This is done for every cell on the screen, luckily using machine code so it's super-fast.

Other features of the program include adjustable screen-update speed, from really slow to migrane-inducingly fast, a cell-designing section, a screen designer, something about 'border colours' which I haven't quite sussed out yet and a series of built-in demos to give you a better idea of what's going on.

So make a start of the listing, then, and try to control your excitement until next month. It'll be worth the wait, I can assure you.

First Basic Bit

```
  10 GO SUB 1820
  20 LET A$=INKEY$
  30 IF A$="" THEN  GO TO 20
  40 IF A$="E" THEN  GO SUB 800
  50 IF A$="G" THEN  GO SUB 1010
  60 IF A$="C" THEN  GO SUB 1220
  70 IF A$="S" THEN  LET ZZ=USR
53373: GO SUB 1000
  80  IF A$="T" THEN  GO SUB 139
0
  90 IF A$="R" THEN  GO SUB 1580
 100 IF A$="A" THEN  GO SUB 130
 110 IF A$="D" THEN  GO SUB 540
 120 GO TO 20
 130 PRINT AT 11,15; PAPER 2; OV
ER 1;"          ": LET ORU=RU
 140 LET A$=INKEY$
 150 IF A$="""" THEN  LET A$="@"
 160 IF A$="@" THEN  LET A$=""""
 170 IF A$>="!" AND A$<")" THEN
 LET A(CODE A$-32)=1-A(CODE A$-3
2): GO SUB 2050: GO SUB 2060
 180 IF A$="C" THEN  FOR F=1 TO
8: LET A(F)=0: NEXT F: GO SUB 20
50
 190 IF A$="F" THEN  FOR F=1 TO
8: LET A(F)=1: NEXT F: GO SUB 20
50
 200 IF A$="R" THEN  GO SUB 2040
 210 IF A$<>" " THEN  GO TO 130
 220 LET B=2: LET A=0: FOR F=534
13 TO 53421 STEP 2: POKE F,134*A
(B): IF A(B)=1 AND A=0 THEN  LET
 A=1: POKE F,126
 230 LET B=B+1: NEXT F
 240 NEXT F
 250 IF A÷0 THEN  POKE 53413,175
 260 LET A=0: LET B=1: FOR F=534
32 TO 53446 STEP 2: POKE F,134*A
(B): IF A(B)=1 AND A=0 THEN  LET
 A=1: POKE F,126
 270 LET B=B+1: NEXT F
 280 IF A=0 THEN  POKE 53432,175
 290 POKE 54122,134*A(1): POKE 5
4124,134*A(8): POKE 54126,134*A(
7): POKE 54128,134*A(6): POKE 54
131,134*A(2): FOR F=54122 TO 541
28 STEP 2: IF PEEK F=134 THEN  P
OKE F,126: GO TO 330
 300 NEXT F
 310 IF A(2)=1 THEN  POKE 54131,
126: GO TO 330
 320 POKE 54122,175
 330 LET A=0: LET B=2: FOR F=541
53 TO 54157 STEP 2: POKE F,134*A
(B): IF A(B)=1 AND A=0 THEN  LET
 A=1: POKE F,126
 340 LET B=B+1: NEXT F
 350 IF A=0 THEN  POKE 54153,175
 360 LET A=0: POKE 54167,134*A(8
): IF A(8)=1 THEN  POKE 54167,12
6: LET A=1
 370 LET B=1: FOR F=54169 TO 541
75 STEP 2: POKE F.134*A(B): IF A
(B)=1 AND A=0 THEN  LET A=1: POK
E F,126
 380 LET B=B+1: NEXT F
 390 IF A=0 THEN  POKE 54169,175
 400 POKE 54190,134*A(8): POKE 5
4192,134*A(1): POKE 54194,134*A(
2): FOR F=54190 TO 54194 STEP 2:
 IF PEEK F=134 THEN  POKE F,126:
 GO TO 430
 410 NEXT F
 420 POKE 54190,175
 430 LET B=6: LET A=0: FOR F=542
```

cont.

First Basic Bit cont

```
08 TO 54212 STEP 2: POKE F,134*A
(B): IF A(B)=1 AND A=0 THEN  LET
 A=1: POKE F,126
 440 LET B=B-1: NEXT F
 450 IF A=0 THEN  POKE 54208,175
 460 LET B=8: LET A=0: FOR F=542
22 TO 54230 STEP 2: POKE F,134*A
(B): IF A(B)=1 AND A=0 THEN  POK
E F,126: LET A=1
 470 LET B=B-1: NEXT F
 480 IF A=0 THEN  POKE 54222,175
 490 LET A=0: LET B=8: FOR F=542
46 TO 54250 STEP 2: POKE F,134*A
(B): IF A(B)=1 AND A=0 THEN  LET
 A=1: POKE F,126
 500 LET B=B-1: NEXT F
 510 IF A=0 THEN  POKE 54246,175
 520 PRINT AT 11,15; PAPER 1; OV
ER 1;"          ": GO SUB 2040: I
F ORU<>RU THEN  GO SUB 2020
 530 GO SUB 1360: GO TO 1940
 540 PRINT AT 20,20; PAPER 2;"
  "
 550 LET ORU=RU-1
 560 PRINT AT 20,22;" "
 570 LET A$=INKEY$: IF A$>"9" OR
 A$<"0" AND A$<>" " THEN  GO TO
570
 580 IF A$=" " THEN  GO TO 680
 590 POKE 53352,205: POKE 53349,
205: POKE 53357,7: LET COL=7: LE
T ZZ=USR 53347: POKE 53352,88: P
OKE 53349,88
 600 PRINT AT 20,22; PAPER 2;VAL
 A$
 620 RESTORE 700+10*VAL A$
 630 LET RU=0: FOR F=1 TO 8: REA
D A(F): LET RU=RU+A(F): NEXT F:
LET RU=RU*7
 640 FOR F=1 TO 8: READ C(F): NE
XT F
 650 FOR F=0 TO RU: READ R: POKE
 61440+F,R: NEXT F
 670 GO SUB 220
 680 PRINT AT 20,20; PAPER 1; IN
VERSE 1;"D"; INVERSE 0;"EMOS"
 690 GO TO 1780
 700 DATA 1,1,1,1,1,1,1,1,0,0,7,
0,0,0,7,0,7,6,0,0,0,0,0,0,1,1,1,
1,1,2,1,2,2,3,2,3,2,3,2,3,3,4,3,
4,3,4,3,4,4,5,4,5,4,5,4,5,5,6,5,
6,5,6,5,6,6,7,6,7,6,7,6,7,7
 710 DATA 1,0,1,0,1,0,1,0,7,0,0,
0,7,0,0,0,7,0,0,1,1,1,1,2,2,2,2,
3,3,4,3,4,4,5,4,5,5,6,5,6,6,7,6,
7,7
 720 DATA 1,1,1,0,1,1,1,0,0,7,0,
0,0,6,0,0,0,0,0,1,0,0,1,1,2,2,1,
1,2,2,3,3,2,2,3,4,3,4,3,4,4,5,4,
5,4,5,5,6,5,6,5,6,6,7,6,7,6,7,7
 730 DATA 0,1,0,0,1,1,1,0,0,0,0,
0,0,0,0,0,7,0,0,1,1,1,1,2,2,2,2,
3,4,3,4,4,5,4,5,5,6,5,5,6,6,6,6,
7,7
 740 DATA 0,1,0,1,0,1,0,1,0,0,0,
0,0,7,0,0,7,7,0,1,1,1,1,2,2,2,2,
3,3,3,3,4,4,5,4,5,5,6,5,6,6,7,6,
7,7
 750 DATA 1,1,0,0,1,0,0,1,0,7,0,
0,0,0,0,1,7,0,0,1,1,1,1,2,2,2,2,
3,4,3,3,7,1,4,4,5,6,5,5,6,7,6,6,
7,7
 760 DATA 1,1,1,1,1,1,1,1,0,0,0,
0,0,0,0,0,0,0,0,0,0,3,1,1,1,1,
1,1,0,1,1,0,0,0,0,0,3,3,3,3,3,
3,3,3,3,4,4,4,4,4,4,4,4,5,5,5,5,
5,5,5,5,6,6,6,6,6,6,6,6,7,7
 770 DATA 1,1,1,1,1,1,1,1,0,0,0,
0,0,0,0,0,7,6,2,0,0,0,1,1,1,1,1,
1,2,1,2,2,2,2,2,2,3,2,3,3,3,3,3,
3,4,3,4,4,4,4,4,4,5,4,5,5,5,5,5,
5,6,5,6,6,6,6,6,6,7,6,7,7,7
 780 DATA 0,1,0,1,0,1,0,1,0,0,0,
0,0,0,0,0,7,0,0,1,1,1,1,2,2,2,2,
3,3,3,3,4,4,4,4,5,5,5,5,6,6,7,6,
7,7
 790 DATA 0,1,0,1,0,1,0,1,0,0,0,
0,0,0,0,0,7,0,0,1,1,1,1,1,2,2,2,
2,3,3,3,3,4,4,4,4,5,5,5,5,6,6,6,
6,7
 800 CLS
 810 RANDOMIZE USR 54348: RANDOM
IZE USR 54305
 820 LET OLDCOL=PEEK (22528+X+32
*Y)
 830 LET OCOL=COL: LET OC=OLDCOL
```

EVALUATOR

by William Fraser

If you've ever tried to write a program that deals with mathematical equations and other such complicated number thingies, it may have occurred to you that there's no obvious way of actually getting the equations into the computer (unless you actually build them into the program to start off with of course, which isn't much use).

It would be much handier if there was a way of getting our rubber-keyed chum to ask you to type in equations while the program's running, but unfortunately there isn't. Or, that is, there wasn't. (Bet you weren't expecting that.)

By using William Fraser's routine all you've got to do is INPUT the equation into z$ and then RANDOMIZE USR 64000. The routine then calls the appropriate ROM routine to evaluate the equation and returns the answer in the variable y.

As a special added bonus William's incorporated the routine into a graph-plotting program so you can see exactly what's going on. All you've got to do is type in the Basic listing (missing out all the instructions if you want, of course) and save it on to tape.

Then simply fish out the Hex Loader from a previous *YS* (the November issue would do fine) and use it to type in the hex listing, which should be saved after the Basic. Reload, run and you're away.

Basic Bit

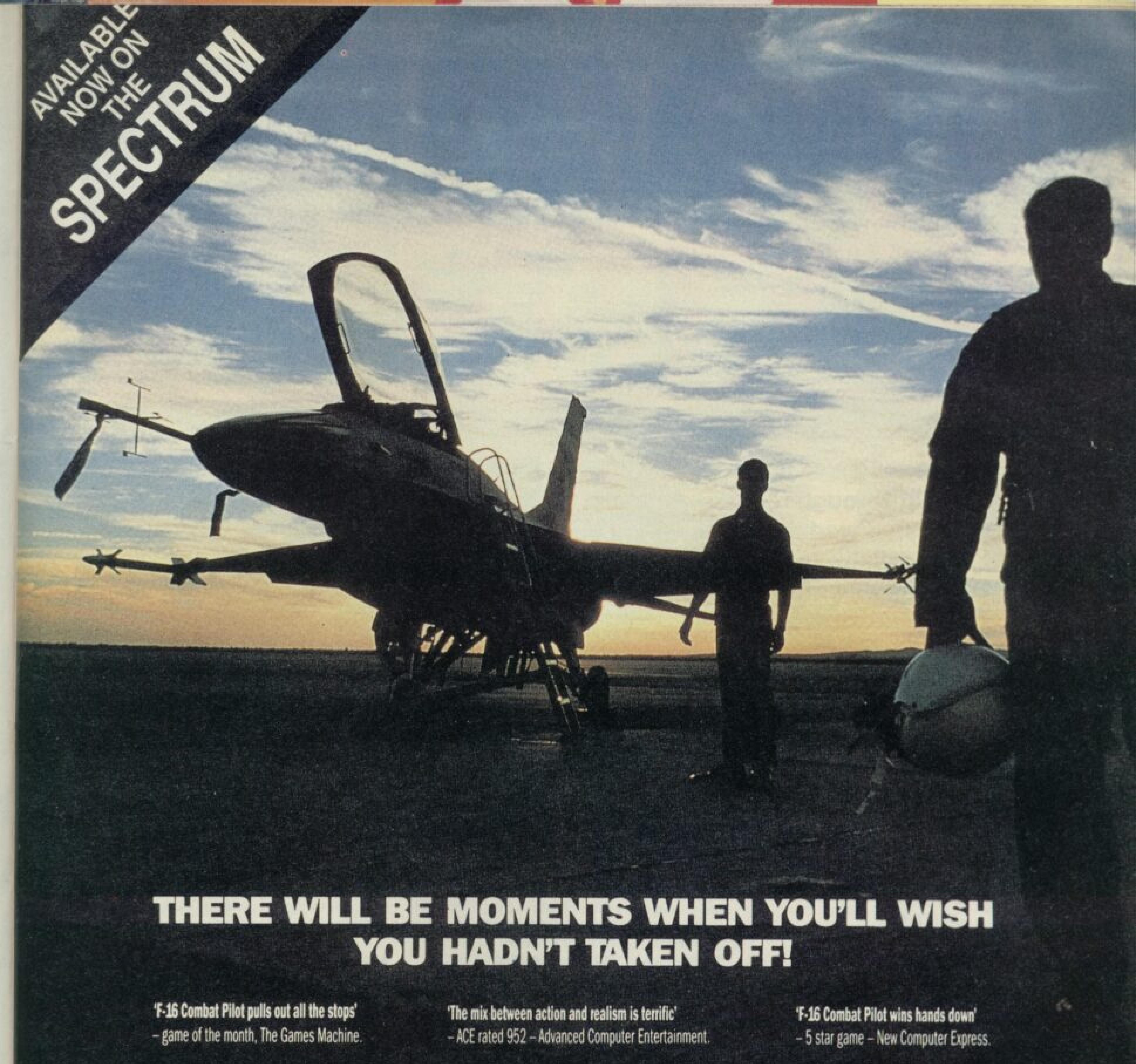
```
  10 CLEAR 63999: LOAD "EVAL COD
E"CODE
  11 CLS : PRINT " This Graph Pl
otter was written by me("; INK 4
; BRIGHT 1; PAPER 0;"WILLIAM FRA
SER"; INK 0; PAPER 7; BRIGHT 0;"
) to demon- strate my EVALUATE r
outine.It islocated at 64000 and
 also uses  memory from 65000 on
wards(only acouple of bytes actu
ally but theamount of bytes used
 depends on the length of the st
ring)."
  12 PRINT " The routine uses th
e 'SCANNING'routine at #24FB to
evaluate thehalf-equation in z$
and store  the result in y.This
 could only be done up to now by
 equations  which were part of t
he program  and which could not
be inserted while the program wa
s running."
  13 PRINT " You can use any var
iable,numberor function eg. 3*SI
N x (but   remember to use EXTE
ND Q for SINe.c.t.)"
  14 PRINT " There is one proble
m:anything  the 'SCANNING' routi
ne cannot  handle, my routine c
annot handleeither. This means t
hat you can-not find (-1)^2 for
example(Thisis the only one I ha
ve found so far), as a rule if t
he computer can work it out so c
an this rou-tine."
  15 PRINT " This program is ful
ly relocata-ble anywhere in memo
ry. Graph  Plotter uses z$ and
y but any  other two variables
could   be used,just poke x+10
with CODE ofthe upper case of th
e letter   used insted of z$ an
d x+132 withthe CODE of the lowe
r case of  the letter used inst
ed of y.";
  16 POKE 23659,0: PRINT " Theme
mory used to prepare z$(usualy65
000) can also be changed by  po
king x+30 and x+31with the lowan
d high bytes of the new addres,
where x is the address of the ev
aluate routine."'"Press any key
to continue."
  17 POKE 23560,0: PAUSE 0: POKE
 23659,2: CLS
  20 INPUT "Y="; LINE z$
  30 INPUT "Max X value:";a: INP
UT "Min X value:";b: IF a<b THEN
  GO TO 3
  40 INPUT "Max Y value:";d: INP
UT "Min Y value:";c: IF c>d THEN
  GO TO 30
  50 CLS : LET e=(a-b)/255: LET
f=(d-c)/175
  60 LET g=0: IF c<0 THEN  LET g
=ABS (c)
  70 LET g=g/f: PLOT 0,g: DRAW 2
55,0
  80 LET h=0: IF b<0 THEN  LET h
=ABS (b)
  90 LET h=h/e: PLOT h,0: DRAW 0
,175
 130 LET y=0: FOR i=0 TO 255: LE
T x=b+i*e
 140 RANDOMIZE USR 64000
 150 LET y=(y-c)/f: PLOT i,y: NE
XT i
 160 POKE 23659,0: PRINT AT 22,0
;"Plot of Y=";z$'"Press any key"
: POKE 23659,2
 170 PAUSE 0
```

Hex Bit

```
64000 2A 4B 5C 7E FE 80 CA 2E =965
64008 1C FE 5A 28 06 CD B8 19 =832
64016 EB 18 F0 23 4E 23 46 23 =752
64024 ED 5B 5D 5C D5 11 E8 FD =1228
64032 D5 22 5D 5C C5 7E FE 2E =1055
64040 28 08 FE 30 38 35 FE 3A =771
64048 30 31 E5 D5 CD 9B 2C D1 =1152
64056 DF C1 C5 A7 ED 42 44 4D =1228
64064 E1 C5 ED B0 2B CD 78 00 =1203
64072 C1 E1 A7 ED 42 E5 3E 0E =1193
64080 12 13 2A 65 5C 01 05 00 =278
64088 A7 ED 42 22 65 5C ED B0 =1110
64096 C1 18 04 12 13 C1 0B 79 =583
64104 B0 28 05 CD 74 00 18 B4 =746
64112 3E 0D 12 E1 CD 78 00 CD =848
64120 FB 24 2A 4B 5C 7E FE 80 =1004
64128 CA 2E 1C FE 79 28 06 CD =902
64136 B8 19 EB 18 F0 23 EB 2A =1020
64144 65 5C 01 05 00 A7 ED 42 =669
64152 22 65 5C ED B0 E1 22 5D =992
64160 5C C9 00 00 00 00 00 00 =293
64168 00 00 00 00 00 00 00 00 =0
STOP
```

Go on, scat!

But before you do, key-prodders, don't forget that there's £50 going for the best program each month, and a *YS* badge for the rest. So go start fiddling about and send in loads (and loads) of your self-penned programs immediately. The name and address is Jonathan Davies, Program Pitstop, *YS*, 30 Monmouth Street, Bath BA1 2BW. And I'll see you next month.



I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, threat warning – interceptors closing fast! I quickly select dogfight mode and arm a Sidewinder. We both fire at the same time – chaff and a high-g turn out manoeuvres his missile. A loud explosion tells me he's not so lucky.

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F-16 COMBAT PILOT

Flying fast and low, I turn my F-16 towards my target. Time to switch on the ground radar and arm the laser-guided Mavericks. I fire six missiles in quick succession, Lantirn automatically locking on to each tank. With flak bursting around me I dive for cover and head for home. Approaching base, I contact the tower and request a talkdown for my night landing.

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SHADOW DANCER



Hurrah! We're just about through the massive wodge of big Christmas games and into the new stuff at last! And blimey! Here's one of them now – the sequel to *Shinobi* from US Gold! "I think we'd better take a look at it, don't you think?" says MATT BIELBY.

Indeed we should, though really we'd be silly to expect to see anything all that new here. Anyone who remembers *Shinobi* (or *Double Dragon*, or *Ninja Warriors*, or *Shadow Warriors* for that matter) will have a pretty good idea of what it's all about. Yep, that's right – absolutely loads of running along, jumping over boxes, leaping onto platforms and killing things. So much of it in fact that we'd better emphasise it a bit more – there's absolutely loads and loads (and loads) of killing. I guess there're only two big differences between this and what's gone before really – a) it's got even more killing in it than usual (as I said) and b) it's got a dog in it too. Here's how it all works...

You play a ninja!

No big shock there, you might think, and you'd be absolutely right – except that this is a rather different sort of ninja from your usual karaoke crooner. He wears a costume that's totally white for a start – hardly the best thing for hiding (unless he's from somewhere snowy of course) – and comes complete with a sort of ninja attack dog (a wolf or Alsation) which savages baddies on command.

As for you, you're armed with an inexhaustable supply of shurikens (those throwing star things) which are upgradable every so often to fiery super-shurikens that'll go through just about anything. The only time you put the stars away is when you're standing right next to a baddie, when you whisk a sword from your back and hack away at him instead.



Not quite finished this screen (the yellow block in the middle there should be a much more aesthetically pleasing shuriken or something) but it gives you a good idea of what to expect. Sic him, Fido! (Whatever that means.)

All fairly standard fighting stuff – it's your dog that makes the difference. Most of the time he just hangs around by your heels (well-trained, see) doing nothing in particular, but command him to attack and he goes for the jugular of whoever's unfortunate enough to be standing in front of you. This is particularly useful when you're faced with a difficult baddie – one you can't get a clear aim at without leaving whatever shelter you've got and putting yourself in a vulnerable position. Instead of risking your life you can send the dog in instead – Fido can take out weaker baddies all by himself, but with the stronger ones at least he can keep them busy while you get into position to attack yourself. Beware though! If he takes on someone who's too strong for him his energy gets drained, he gets chucked off the screen, and returns a useless little puppy – no help whatsoever, until he's rested for a while (ten seconds or so) and grown back to his proper size.

You've got loads of levels to work your way through!

Indeedy-doody. There are four main levels or missions to the game, each one split into sub-levels (three for the first one, four for the others), and then on top of that there are bonus stages to contend with. It all adds up to, ooh, maybe 18 or so actual sections (gulp). They all multiload, but then what did you expect?

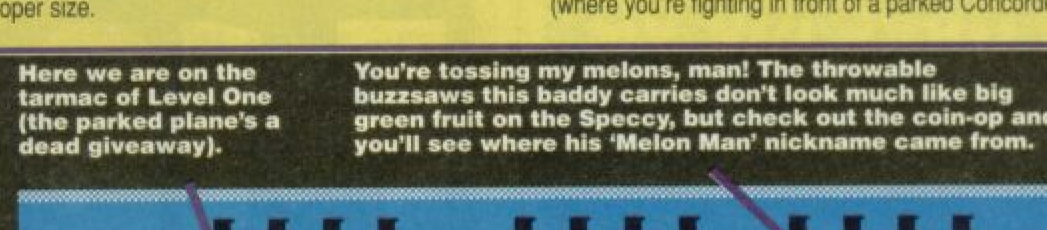
Mission One: The Airport

This is set initially in an airport terminal, packed to the boarding lounge with terrorists. Obviously you've got to get rid of them, but that's not all – they're planning to blow the place up you see, so there are plenty of bombs to look out for and defuse too.

In the first section you're actually inside a terminal building, but later bits take you out onto a runway (where you're fighting in front of a parked Concorde)

Here we are on the tarmac of Level One (the parked plane's a dead giveaway).

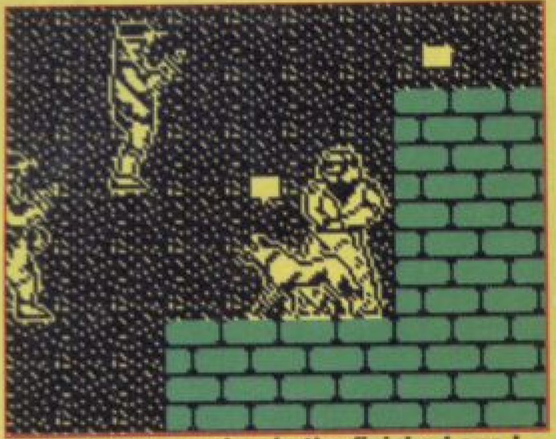
You're tossing my melons, man! The throwable buzzsaws this baddy carries don't look much like big green fruit on the Speccy, but check out the coin-op and you'll see where his 'Melon Man' nickname came from.



Here you are, and very butch you look too. (Don't know about Fido though – perhaps he's gone walkies.)

A trio of knife-wielding baddies to get rid of (note how they've got the same legs as you).

Plenty of spot colour about the place, like this bit of background and the yellow bomb.



Early screens again – in the finished one I doubt you'll see any baddies that fly.

and then actually inside a parked-up plane. Here you'll find a massive end-of-level samurai robot (or 'Boss Power' as the game has it) which you've got to fight, though he shouldn't be beyond you – after all, you've already defeated all sorts of baddies, including some weird blokes who throw buzz-saw things at you. (The saws are big, round and green in the coin-op, which led to their throwers being nicknamed 'melon men' by the programmers apparently.)

The first bonus stage!

But not the only one, as these crop up between each level. Basically you're standing at the bottom of a building and all these evil ninjas keep leaping down the side at you. Quick! Zap them with your throwing stars! If none of them manage to make it to the ground then (hurrah!) you've succeeded – it's a bonus life for you. If one of them manages to jump on top of you then, erm, there isn't. It's as simple as that really.

Mission Two: The Railway

There you are, innocently walking along a railway track (past oodles of parked cars which – in the coin-op at least – seem to be Porsches and Ferraris!) when – oh no! – you're attacked by loads more enemy ninjas. Some of these are more sophisticated than the ones in the first level (they can use their swords to ward off your throwing stars) but don't worry, there's always your Ninja Magic to protect you. (Oops! I just realised – I should have mentioned that earlier on.) This is a sort of smart bomb – it takes various forms (sometimes lots of whirlwinds all over the screen, sometimes sort of glowing lightning balls) but the effects are the same – dead baddies just cluttering the place up.

Anyway, make your way along the train-track, leap onto the top of a moving choo-choo and have a big fight there (quite impressive really), dash across a big railway bridge, climb down one of the legs, leap onto a floating barge and (whew!) it's almost time for the big end-of-level baddie – a sort of giant (and very impressive) locomotive sprite that shoots flaming rivets at you. (Exciting stuff, eh?)

Mission Three: Enemy Headquarters

Your job here seems to be to invade a sort of underground terrorist base. Much of the level is set in your standard *Robocop*-style warehouse (lots of gantries, girders and stuff all over the place) though as you descend down into the earth it all gets loads more platformy. There're some pretty yucky alligators you have to fight (or more cleverly avoid) in the sewers at one point and a bizarre end-of-level baddie – an giant Amazonian woman, protected by a magic shield and flinging razor-sharp flying carpets at you. (At least, they look like carpets.)

Mission Four: The Space Shuttle

The biggest mission of the lot – here your task is to stop all these ninja terrorist chappies from blowing up a US space shot. It starts off in some caves underneath the launch pad, crosses a waterfall (lots of precision jumping needed here), moves up to the base of the shuttle itself, introduces you to new baddies (including some Bruce Lee lookalikes and a chap with a powerful flamethrower) and finally ends up in a big battle with lots of ninja monkeys controlled by a young girl with frightening mental powers. Eeek!

Whew!

And there we have it – a rather impressive (and very long) beat-'em-up with some neato touches (the dog especially). It's certainly looking like it'll be a massive improvement on *Shinobi*, particularly with the amount of colour they've managed to cram in, and (and! And!) it all works in 48K too! (It's amazing what they manage to do on the Speccy sometimes, isn't it, Spec-chums?)



And this is probably the most unfinished screen of the lot. If you've ever wondered what a Speccy game looks like before the graphics are put in, here's your chance to find out – that block'll be an end-of-level baddie in the finished version (but it sure ain't now).

FAX BOX	
Game	*Shadow Dancer*
Publisher	US Gold
Programmers	Dave Semmens (code) and Jim Kinlough (graphics) at Images
Price	To be announced
Release date	Easter 1991

TWO MEN (AND THEIR DOG)

Shadow Dancer has been put together by a couple of guys at Images, a development house based at Fareham (near Southampton on the south coast). They've done various bits and pieces on the Speccy – *Back To The Future Part II* most recently, if I remember right – though the guys working on *Shadow Dancer* actually had nothing to do with that. **Jim Kinlough** (who works in-house) did the graphics – he's fairly new to all this, though he's previously done some of the stuff on *Chip's Challenge* and all of *The Hunt For Red October* – while **Dave Semmens** (a freelancer who actually lives hundreds of miles away in Barnsley) was responsible for the code. I gave Dave a ring to ask him a few questions about it all.

So, Dave, before we talk about this new game, can you tell us what you've worked on before?

Well, there was Oriental Games *on the Speccy and Amstrad fairly recently for MicroProse – you gave it 73°, though I have to say I didn't think it was worth that much myself. It was just another karate game, and I've done so many of them I'm getting a bit sick of them now. Before that I'd done* Samurai Warrior *for Firebird,* Desolator *for US Gold, which was a sort of* Ikari Warriors *type thing, and the budget game* Wizard Willy *for the Codies. Other than that I've done various 16-bit games, but you don't want to hear about them, do you?*

Erm no, not really. Anything you particularly like about this new game then?

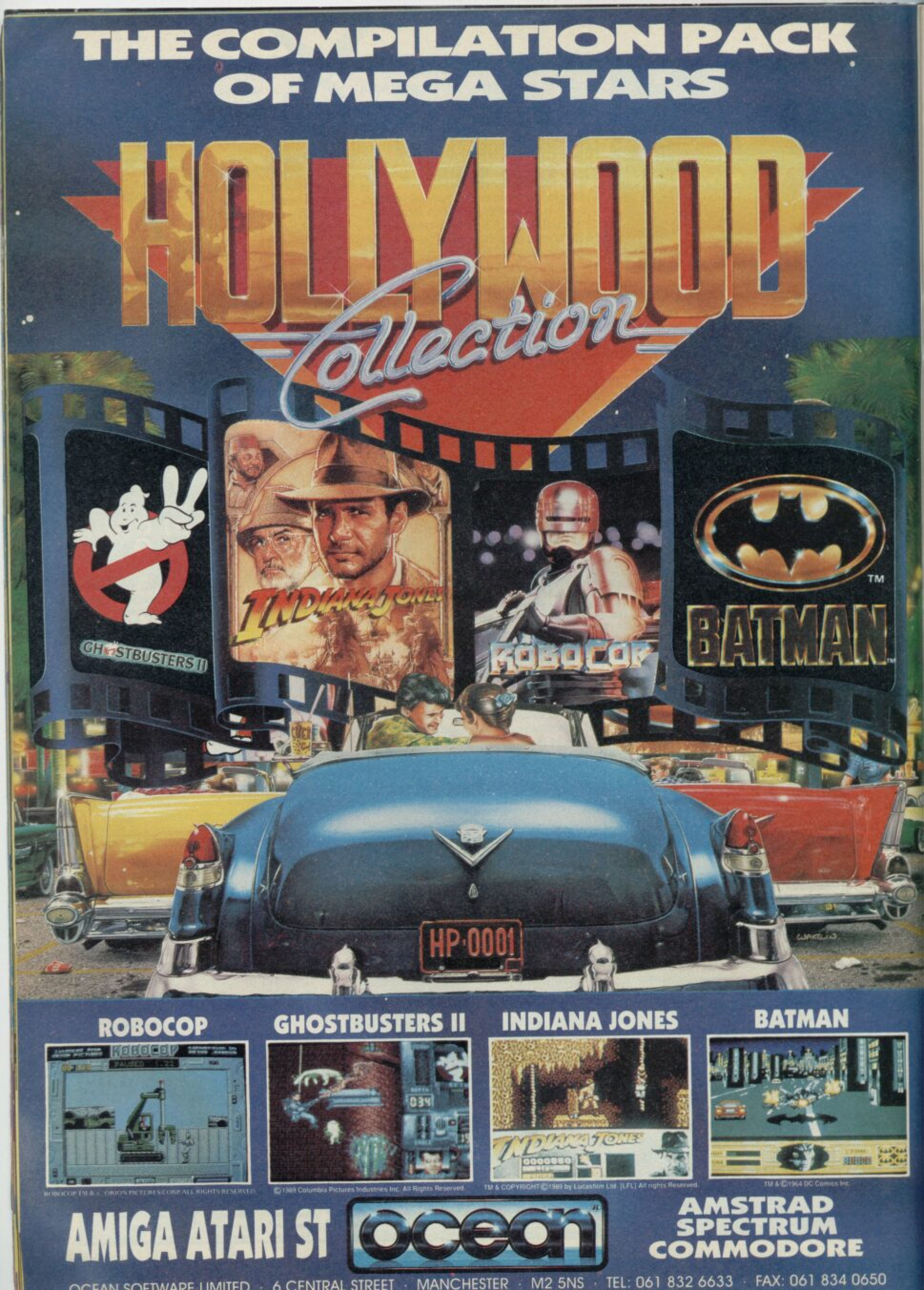
Well, we've had to miss some things out – some of the levels are simplified slightly, and we've lost a few of the less important baddies – but generally I'm pretty pleased. The parallax scrolling looks particularly nice.

I've written a new sprite routine for this game too which I'm quite pleased with – it does full clipping, so things don't just disappear when they get near the edge of the screen, but properly disappear off it bit by bit. I've also linked more than one sprite together to make one big image, so, for instance, the train you fight at one point is made up out of three different bits – the main body of the train, the gun bit on the front, and the wheels which spin round and round.

There's also a routine I've done where the program works out how many alike blocks are used on the screen at any one time and then updates them all at once rather than one at a time – this saves vastly on update time and is especially useful for the backgrounds, where you can repeat the same shapes time after time. Another space-saving thing I've done is repeatedly use the legs of the main character on most of the baddies – hopefully you won't notice that's what we've done when you're playing the game.

No, I'm sure we won't. Thanks for your time, Dave.




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BATMAN
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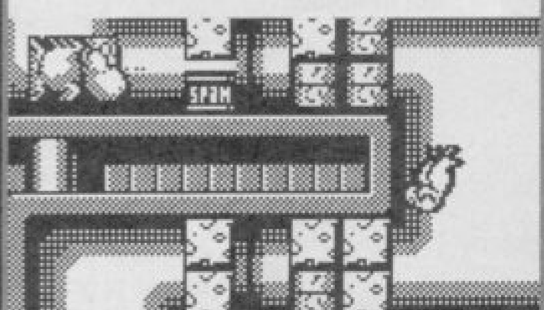
YS SPECCY GALLUP CHARTS

Every month the Gallup organisation (you know the ones – they're the folk who do the BBC music charts amongst other things) prepares a couple of Speccy games charts for us (one full price and one budget), both based on a continuous survey of sales in shops up and down the country. These include big chain stores like WH Smith, Virgin and Menzies, as well as at least 50 independent retailers, meaning we can bring you the most accurate guide possible to what's doing well and what's not. It's all here (in black and white)...

FULL PRICE TOP 20

(Last month's positions in brackets)

1 (1) *Shadow Warriors* Ocean
2 (2) *Back To The Future Part II* Image Works
3 (7) *Kick Off II* Anco
4 (9) *Robocop* Ocean
5 (5) *Subbuteo* Electronic Zoo
6 (15) *Cricket Captain* D&H Games
7 (6) *Chase HQ* Ocean
8 (4) *Gazza's Super Soccer* Empire
9 (3) *Midnight Resistance* Ocean
10 (14) *Manchester United* Krysalis
11 (13) *World Cup Soccer '90* Virgin
12 (8) *Rainbow Islands* Ocean
13 (12) *TNT Compilation* Domark
14 (NE) *Wheels Of Fire Compilation* Domark
15 (10) *Turrican* Rainbow Arts
16 (16) *Batman The Movie* Ocean
17 (NE) *Monty Python* Virgin
18 (11) *Lords Of Chaos* Blade



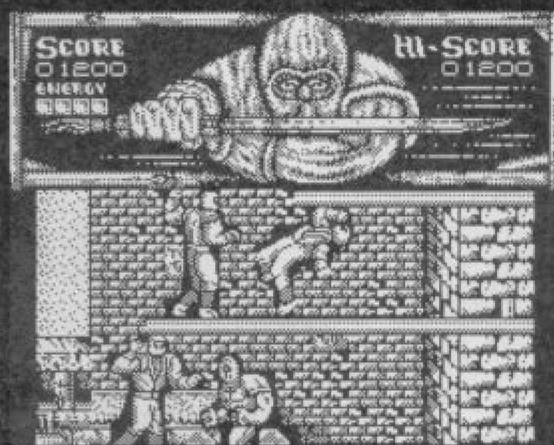
Lummocks, we reviewed *Monty Python* yonks ago! What's it doing all the way down here in the chart?

19 (NE) *Platinum Compilation* US Gold
20 (19) *Battle Of The Bulge* CCS

BUBBLING UNDER

Sim City (Infogrames), *Shadow Of The Beast* (Gremlin), *Hollywood Collection* (Ocean), *Oriental Games* (MicroStyle).





Biff, baff, boof! Take that, horrible *Shadow Warriors* yobbo blokey!

FULL PRICE

Oh dear, oh dear, oh dear. Not much movement here it has to be said. The top two places remain the same, *Kick Off II* leaps to an (undeserved) third place, *Robocop* makes a reappearance (once again!) and oldies like the first *Gazza*, *Chase HQ*, *Rainbow Islands*, *Turrican* and *Batman* ride higher than anyone could reasonably expect. *Monty Python* enters the charts (hurrah!) but there's still no sign of other *YS* fave raves like *Ironman*, *Time Machine* and *Rick Dangerous II*. We know where *Sly Spy*'s got to now though – Ocean didn't think it was good enough so they didn't release it (and probably never will). Well, that's another *YS* cover that was a complete waste of time. (If anyone can can point out two other games that have dominated past covers but never appeared in the shops they'll get a free Top Twenty game as a prize. Write to *Two Games That Were On* YS *Covers But Never Actually Came Out* Compo at the usual address...

BUDGIES

OutRun (not particularly brilliant with hindsight) and *R-Type* (absolutely blooming marvellous) leap in at the top of the chart, though if there was any justice their places would be the other way round. *Quattro* compilations continue to do well, and *Dizzy* makes his expected number of appearances, but quite why *Guardian Angel* (a renamed but very average *Freddy Hardest* game) makes such a strong showing is anybody's guess. Otherwise it's business as usual really.

BUDGIES TOP 30

(Last month's positions in brackets)

1 (20) *OutRun* Kixx
2 (NE) *R-Type* Hit Squad
3 (12) *Paperboy* Encore
4 (3) *Quattro Combat* Codies
5 (2) *Quattro Adventure* Codies
6 (6) *Soccer Double* E&J
7 (5) *Guardian Angel* Codies
8 (4) *Run The Gauntlet* Hit Squad
9 (1) *Rastan* Hit Squad
10 (NE) *Target Renegade* Hit Squad
11 (23) *Jaws* Alternative
12 (11) *Treasure Island Dizzy* Codies
13 (7) *Fantasy World Dizzy* Codies
14 (9) *Pro Golf* Codies
15 (NE) *Quattro Arcade* Codies
16 (10) *Quattro Super Hits* Codies
17 (14) *Pro Boxing* Codies
18 (8) *Match Day II* Hit Squad
19 (NE) *Track Suit Manager* Hi-Tec
20 (15) *Hong Kong Phooey* Hi-Tec
21 (NE) *Operation Hormuz* Alternative
22 (22) *A Question Of Sport* Encore
23 (29) *Yogi's Great Escape* Hi-Tec
24 (18) *Daley Thompson's Olympic Challenge* Hit Squad
25 (19) *Wonderboy* Hit Squad
26 (17) *Outlaw* Players
27 (24) *Football Champions* Cult
28 (11) *The Manager* GTI
29 (27) *World Cup Challenge* Players
30 (16) *Indiana Jones And The Temple Of Doom* Kixx

BUBBLING UNDER

Rugby Manager (Mastertronic), *Atom Ant* (Hi-Tec), *Ace/Ace 2* (Encore), *Superkid* (Atlantis).



Ocean
£10.99 cass
£14.99 disk

NARC

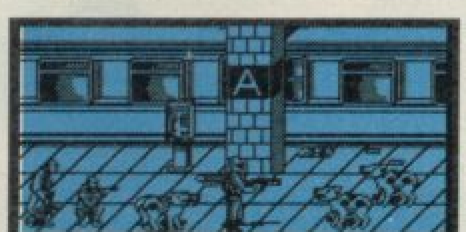
Matt Hmm, this *NARC* business. I really don't know – I'm not that big on it at all. I don't think it's really Ocean's fault (it's more down to the original Williams arcade machine) but this is one of the most objectionable Speccy games I've seen in ages. It's very (very) violent, it's pretty repetitive, and the plot is utter nonsense (yes, I know the plots are utter nonsense in most coin-ops, but this one's particularly bad).

All that having been said, I'm sure it'll prove to be very popular indeed. It's packed with action, there's lots of it (about 12 levels at a guess) and every so often a neat little touch crops up that actually quite endears you to the whole thing. But I'm also sure that if I had any kids (I don't – well, none that I know about, ho ho) I wouldn't be massive on them playing it. It's not really the limbs, heads and bits of bodies bouncing around the screen when you blow people up that I object to (all that stuff's actually rather fun, and was fine in a fantasy sort of setting like *Altered Beast*). What I don't like is that it's all so heavily based on the war against drugs in the inner cities but it actually has nothing to do with them at all. I guess it's the trivialisation of important real-life problems, and the idea that you can solve it all by shooting lots of people, that I don't like. It's a theme that's cropped up in a lot of computer games, but never so blatantly as it does here.

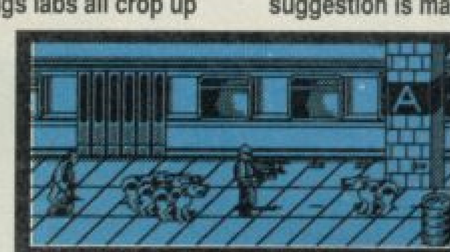


Hmm. There don't seem to be all that many baddies around to shoot at the moment – better go for those innocent looking tramps instead, I guess. (And that's exactly what you do.)

But anyway, how does the game actually work? Well, it's a monochrome, horizontally-scrolling two-player shoot-'em-up. There aren't any platforms or anything in it – it's just a case of walking in a straight line basically – but each level has a different sort of backdrop. Quite a few are street scenes, but tube stations, bridges, office buildings and drugs labs all crop up too. Here, apparently, is a city where every inhabitant (there are no civilians it seems, though you do meet a few prostitutes) is a potentially murderous drug fiend, where baddies throw hypodermic needles at you (to try and inject you with lethal and addictive drugs), where 'krak' is made just down the street from ganja greenhouses and where the inevitable Mr Big controls the whole operation from an office just over the road.



Alright, doggies, I want you all to go to heel behind me in a row...



...yep, just like that. Good boys! (You'll get some Smackos later.)

It's also a place where policemen (Max Force and, if you have a partner, Ice Man – there only seem to be the two of you in the whole city) wear serial-killer style hoods, carry giant machine guns, and arrest hardly anyone. All that the tramps and addicts of Krak Street seem to do is stumble around aimlessly – hardly threatening you'd think, but no, you'd be best to shoot them anyway the game seems to be saying. By the time you get to the Rambo types who guard the greenhouses the game actually forces you to kill people – if you don't you won't get the key to the next level, and be able to continue the game. I'm being a bit unfair here I suppose – arrests are possible – but I've yet to see anyone play the game who didn't shoot twice as many people as he booked.

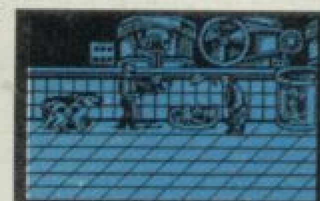


A-ha! The start of a mission – that chap looks pretty suspicious, doesn't he?

But anyway. I'm not going to go on about this moral stuff any more – it's rather boring I know – but let me just say this. Any game that (for instance) thinks growing ganja is a similar sort of crime to making crack and deserves the same reward (ie death) has a screw loose somewhere and leaves a very unpleasant taste in the mouth.

So where does that leave us? Well, with a lot of levels (and you do get a lot of game for your money, as I said before) full of more or less the same type of action, but occasionally surprising you with a nice touch here and there. The dogs that attack you in one drug lab are quite neat, for instance, as is the parallax scrolling and the exploding baddies (their arms and legs zoom off in all directions). Also neat are the car you can leap into and drive off at one point, the drugs, money and ammo you collect zooming off-screen coin-op style, the baddies entering from behind tube train doors and so on.

What it doesn't have though is any real variety in the gameplay – our heroes have precious few moves and shuffle about rather slowly (some of the baddies actually look like they're moonwalking!). The graphics are monochrome to a man, and though usually clear can look a little sparce. And finally we come back to the question of whether we really want games where the cops shoot almost everybody who moves, where possession of all drugs (even the least dangerous ones) is a capital offense, where the (utterly ridiculous) suggestion is made that we can solve a very serious social problem by shooting lots of people. Even the advert (though very well painted) is scary and horrible.



Shoot these drug containers for extra points and ponder – just what is that thing in the background?

Nope, I know I'm turning into a right old fuddy duddy and Mary Whitehouse type but I think this whole thing is very dodgy and not my cup of tea at all. (What a relief then that it's not that good either.)

finalverdict

80
60
40
20
72°

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
84°	73°	70°

INSTANT APPEAL 76°

DIAGNOSIS

Violent, repetitive and morally dubious shoot-'em-up based on popular arcade game. A hit (sadly).

PICK'N'PILE



UbiSoft/£9.99 cass

Linda There're lots of puzzle games around at the moment and they all seem to begin with 'P'. Strange, isn't it?

But even stranger is that every last one of them seems to involve moving blocks or balls around to get them to touch and disappear. Makes you wonder if there's a conspiracy afoot, doesn't it?

Actually, it's fine by me. I love games that make you concentrate and do little abstract methodical things that take ages. Some call it boring, I call it absorbing – and I'm sure you've got your own perfectly good idea of whether it's really your cup of tea or not.

Each level in *Pick 'n' Pile* starts off with a mass of balls raining down from the top of an empty screen to pile up in one great lump in front of you. If there are any stacks made up of similar-coloured balls then they disappear right away, giving you some clue as to what you have to do. That's right, you have to swop the balls around (using a cursor) to produce more single-coloured piles – which will promptly disappear as well.



Pretty colours, though on-screen it all looks a bit fuzzier than it does here.

Of course, it all gets a lot more complicated very quickly. The skill comes in trying to place balls in positions where they'll prove useful in the long run, rather than just making them disappear immediately.

There are lots of added complications too. For instance, while each ball is worth a basic 50 points, you can increase the value of a pile by getting some bonus points into it. Some balls have multiplication signs on them – get one into a pile before it disappears and you greatly increase the value of the column. Alternatively, you can use special wall blocks to gain enough support to build a much higher (and so more valuable) pile.

Once you get near to finishing a screen you may find you've got some odd balls left. This is where the bonus bricks (things like diamonds, walls and fire) which you can find amongst the normal balls come in handy. Place one on any ball and they both disappear. If you haven't got any left then just press a key for some more balls to work with. Beware though – time's ticking away fast!

What else? Well, there are the little devils who occasionally appear in the midst of all the balls. Try and keep these at the top of the piles for as long as poss because once they reach the bottom time starts running out twice as fast. A good way of getting rid of one is to place a bomb (if you've got one) in the square underneath him – it'll destroy about eight of the surrounding other things.



Various icons to play about with on this screen – fires, hourglasses and the like.

There are other rules and regs, but, well, you'll find them out yourself if you buy the game – the main thing is that you're up against time, which, let's face it, is a loads nicer thing to be up against than lots of men with machine guns.

So there you have it – a puzzler not unlike all the recent Ocean games really. In fact, apart from the extra colour and the balls instead of blocks it's almost identical to *Puzznic*. The graphics are perhaps better – colourful and clear for the most part. It's not often that things get hard to make out. Yep, *Pick 'n' Pile* is a very pretty game.

The only problem is it can get a teeny bit annoying. It does go on a bit. You have to clear about four identical screens before going onto the next one, and then it's only the graphics that are different – the gameplay is almost exactly the

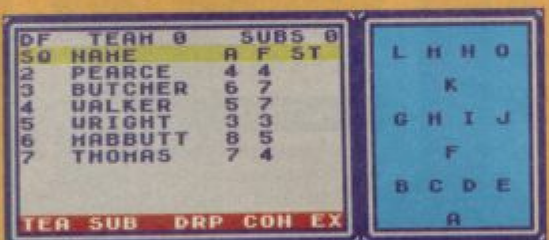
Trevor Brooking's World Cup Glory



Challenge Software/£9.99 cass/£14.99 disk

Jon I think this is the first personally-endorsed mangement game I've ever seen actually. For non-footy folk like me, who wouldn't know Trevor Brooking from Trevor & Simon, the instructions give a potted history of the great man's career. He's Very Famous, and certainly someone you'd doff your cap to in the street (if you recognised him). If, on the other hand, the mere mention of his name pricks up your ears and you want to know how your hero contributes to the game – well, hold on, I'll get to that in a minute.

As with all management games, you've been put in charge of a team that's completely crap. Can you transform them into a footballing machine mighty enough to meet the challenge of winning the World Cup? Or will you remain in the Jon Pillar League and lose 3-0 at home to Panama (again)? Only you can decide – and the first step in achieving your goal (clunk!) is to pick your squad. Trim the 39 hopefuls to a nicely-balanced 22, and you're ready to start training them. Depending on the difficulty



Oh, blimey. There's nothing I hate worse than writing captions for screens full of text. Erm, here are some names...



And here are even more names (though they're the names of countries this time). Exciting, eh? (Erm, no.)

level, you have 16 to 20 hours to coach them in teamwork, fitness and individual skills. Then, choose the lucky 11 (and five substitutes) and you're ready to play a qualifier (or a practice friendly) by positioning them on-field.

This bit is rather niftily done, on a set grid with squares marked "A"-"O". The instructions kindly describe the brain-wrenchingly complex ways each possible position interacts with the others, and from there it's up to you to sprinkle your team around in the best formation you can come up with without keeling over from the mental strain. (I usually settled for the Classic Paranoid 1-5-4.)

The matches are presented as running commentaries, with the screen also showing both teams' positional strengths. By following the commentary you can pick out the weaknesses of your opponent's (and your own) strategies, and take the appropriate substitutions and gameplan revisions. But watch out! So can the other side (the scamps!). At half-time and full-time, Trev appears (at last!) to briefly analyse the teams' performances in true, tactful-British-commentator style. (I once lost 11-1 to Austria and he thought "our teamwork was superb". Thank, Trev.) And then it's a quick look at how the rest of the world's doing before going round again, until you're either knocked out of the tournament or win the Cup.

Okay. So far, so good.

But...

Well... (adopts tactful tone)... maybe I've been spoiled by games like *Tracksuit Manager*, but *TBWCG* seems rather flat by comparison. No, (changes to stern reviewing voice) let's be honest, it's a bit crap. The whole player selection system seems more 'user-hostile' than 'user-friendly'. (A management game that insists you re-enter the whole team after each match?!) What's more the running commentary isn't a patch on the likes of *Tracksuit*'s ball-by-ball plays which had me chewing my lips off with tension. Here, the most comprehensive comment is, "England pushes up middle". Excitement? I was literally sitting there. (And you're supposed to pore over this to deduce your opponent's weaknesses?)

Get used to the, er, 'idiosyncrasies' (like playing



A-ha! This is more like it. Most of the time the balls have this sort of sort and fuzzy 3D look to them.

same. This can get especially frustrating when you have to go through all the easier bits again to get to the one that's causing you probs. *Puzznic* had more variation.

Still, that aside, I keep coming back for more. It's all very pretty and colourful and fairly addictive. Like I said, I guess I just like this sort of game.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
80°	79°	83°

DIAGNOSIS
Colourful French variation on the puzzle game theme – addictive, but not as good as *Puzznic* (for instance).

INSTANT APPEAL 72°

80°

matches without a goalie) and you may grow to like it. But don't bet on it. It's got a very unfinished feel, and the Trev tie-in is minimal to say the least. In fact, buy *Tracksuit* instead, and you've still got some cash left for the next management game. (If the tension doesn't kill you...)



Last lot of names, and thankfully it's a short one too. Erm, well done, guys.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
60°	NA°	55°

DIAGNOSIS
Lots of lists of numbers, very little Trevor and certainly no Glory. Oh well.

INSTANT APPEAL 50°

59°

PLATINUM



US Gold/£14.99 cass/£19.99 disk

Linda Yet another compilation competing for your Xmas dosh, and (as with all of them) how good its value is depends on how many of the games you've got already. In this one you get four biggies (some of which have been on compilation before) plus *LED Storm* (a slightly older game) for free. Barg, or what?



Pretty monochrome graphics (though with that black background they could have tried for colour) in *Black Tiger.*

BLACK TIGER

An arcade conversion of six levels, each teeming with dragons and demons – you play the Black Tiger, an armoured Conan-type armed with an extendable mace and throwable knives. There's multidirectional scrolling with arrows so you don't get lost, clear monochrome graphics, oodles of platforms to jump across and lots of action, but it didn't make quite the impression the other games on this compilation did – it's just a bit more ordinary.
'91 Rating: 76°

STRIDER

Ah, the cold war – remember that? Capcom certainly do – it's all going on here. You have to make your way into a futuristic version of Moscow, get rid of the commie baddies, and save the western world. All the things you'd expect are here – the KGB, Siberia, the Red Army – plus smooth scrolling, very crisp monochrome graphics, oodles of platforms and Strider himself, possibly the most agile character in computer games. I liked this one, though it's perhaps a bit too short and easy.
'91 Rating: 89°

FORGOTTEN WORLDS

Oh, I liked this one too. There's lots of colour and some good scrolling backdrops, shops (very useful) where you can buy weapons from (using



Mega colourful, mega action-packed and mega-uncontrollable (without practice, at least) – that's our *Fog Worlds...*

blue tokens picked up from dead baddies) and quite an original feel to the whole thing. The controls are quite difficult though, and it takes a bit of skill to work them out. The really ace thing about it though is the fact that you can fly (courtesy of a jetpack). "Fast... flash... frantic" was the verdict last time. Verdict upheld.
'91 Rating: 88°



A-ha! This is a bit more colourful. (And it's *Ghouls 'n' Ghosts* by the way.)

GHOULS 'N' GHOSTS

The sequel to *Ghosts 'n' Goblins*, it's a sort of medieval shoot-'em-up, where your job is to rescue the rather stupidly-named princess Prin Prin. It's all very platformy and scrolly, with five levels, each chock-a-block with vultures, zombies, hags and wizards. (Take care not to touch any of these otherwise you'll be reduced first to your smalls and then to a heap of bones!) The graphics are neat and colourful, there's lots to do and it's actually very difficult. Dead good (probably the best game in the pack).
'91 Rating: 91°

LED STORM

An overhead view driving game, in which you race through different monochrome levels killing nasties and collecting things. Sounds fairly normal, but this is rather more futuristic than most, packed as it is with oil slicks, mines and manic frogs(?).

The most impressive thing about *LED Storm* is the speed at which your car races along, the least impressive thing is that it's all a bit samey. I don't rate this one much but then it is the 'free' game so it doesn't matter.
'91 Rating: 70°

So there you have it, a pretty nice package. The only one I'm not so keen on is *LED Storm*, but the others are still as good as their original ratings suggest, especially *Ghouls*. You can't really complain when you're getting all the best games US Gold have done for years, can you?

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
86°	84°	85°

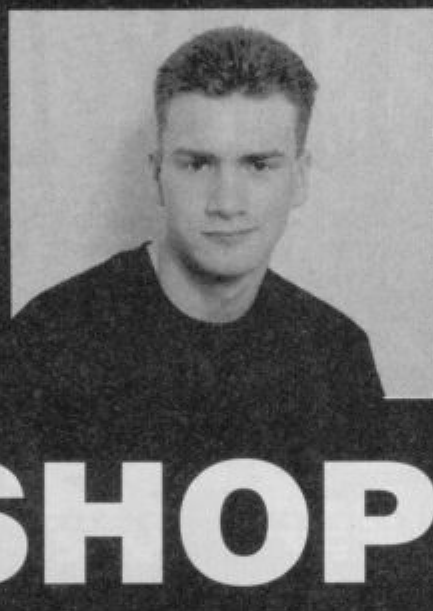
DIAGNOSIS
Four of the best games US Gold have done (plus one freebie) – you can't go far wrong, can you?

INSTANT APPEAL 87°

89°

HINTS'N'TIPS

YS TIPSHOP



The unparalleled generosity and boundless humanitarian spirit of Future Publishing has led to a massive influx of material here at the Tipshop. (To recap, I'm now in a position to offer the sender of the most enlightening solution or map in each issue – Tip O'The Month, as it's known – a cheque for a staggering £50. Just think, it could be your name on that slip of paper! And, what's more, there are runners-up prizes too. Yes, come second or third in the 'best tip' stakes and you stand to win a free game of your own choosing! So don't forget to jot down three games you'd like so we can pick one of them out for you. And – and! And! – everyone else who gets anything printed gets a badge. All in all you're onto a winner!) Er, where was I? Oh yes, I was just thinking that it's lucky Tipshop is so much bigger these days, otherwise we'd never get everything in, would we? In fact it's been mathematically proven that you now stand a better chance than ever before of getting your tip printed. And you'll be a lot better off afterwards if you do!

But space is still a bit tight so let's 'haul shell' (as it were). Wrap your goggling gear round this lot!

And a Happy New Year to you too. In fact, what better way to put a spring in our step than to join JONATHAN DAVIES on his merry jaunt around this month's tips. Hurrah!

LORDS OF CHAOS – EXTENSION KIT

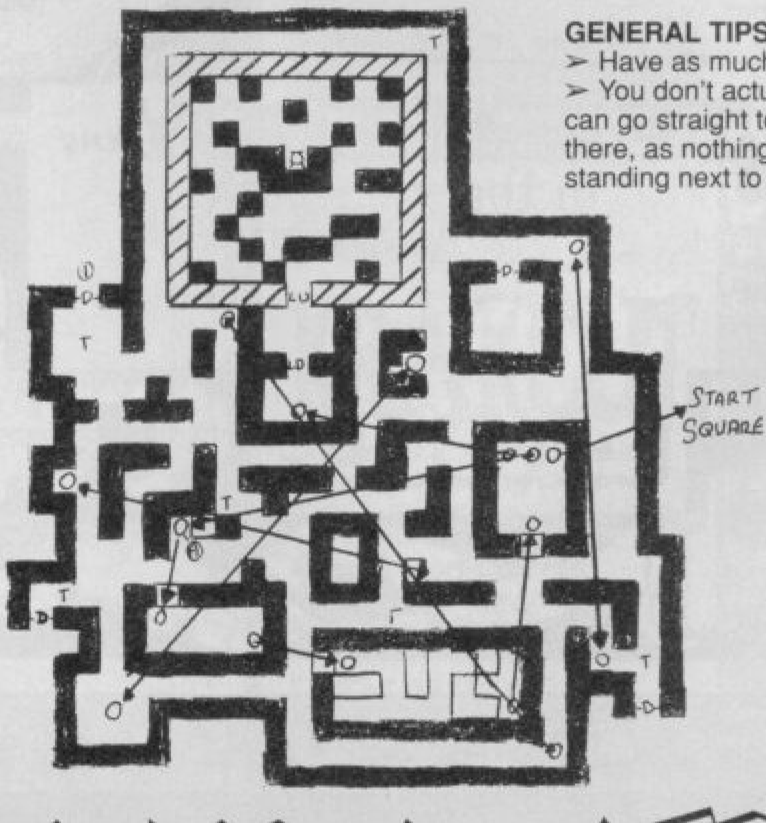
Blimey. Just when we thought we'd knocked *Lords Of Chaos* on the head good and proper an extension kit appears. If it wasn't for Jeffrey Pyne and his FREE GAME!-winning map and hints we'd really be in trouble.

LEVEL FOUR
Spells needed...

Vampire Levels Two or Three
Magic Lightning As high a level as possible
Magic Bolt As high a level as possible
Demon Level Two
Magic Fire As high a level as possible
Magic Blob As high a level as possible
Pegasus Level One
Gryphon Level One
Giant Bat Level Two or Three

At the beginning cast the giant bats and vampires. Then send the bats off to find Ibrox. (If you can't find him, find the island that land creatures are on, except crocodiles, and he'll be there.) Keep one vampire with you and send the other one (preferably two) to hunt out the other vampires. Cast either a Pegasus or a Gryphon. Now fly to the island Ibrox is on and, keeping your distance or he'll kill you, set fire to it. When it has burnt down cast Magic Blob on it to damage Ibrox. If you haven't killed or mortally wounded him use Magic Bolt and Lightning to finish him off. (If any flying creatures attack then hide under a tree and use your vampires to kill them.) When Ibrox is dead go to the Island of Eyes and cast an Airbourne (cast – A) Magic Lightning to clear the ground below. Then land (if there are no demons about) and cast demons to clear the eyes. Find the chest keys and the locked chests as well as killing the other two demons. If you find magic weapons use them all and remember to rest for two moves in every five. When and if you have unlocked all three chests, hide in the Island of Eyes until the protal arrives and go straight to it. You have to create a clearing before you can take off.

GENERAL TIPS
➢ Have as much mana as possible.
➢ You don't actually have to kill Ibrox. You can go straight to the Island of Eyes and hide there, as nothing can see you unless it's standing next to you.



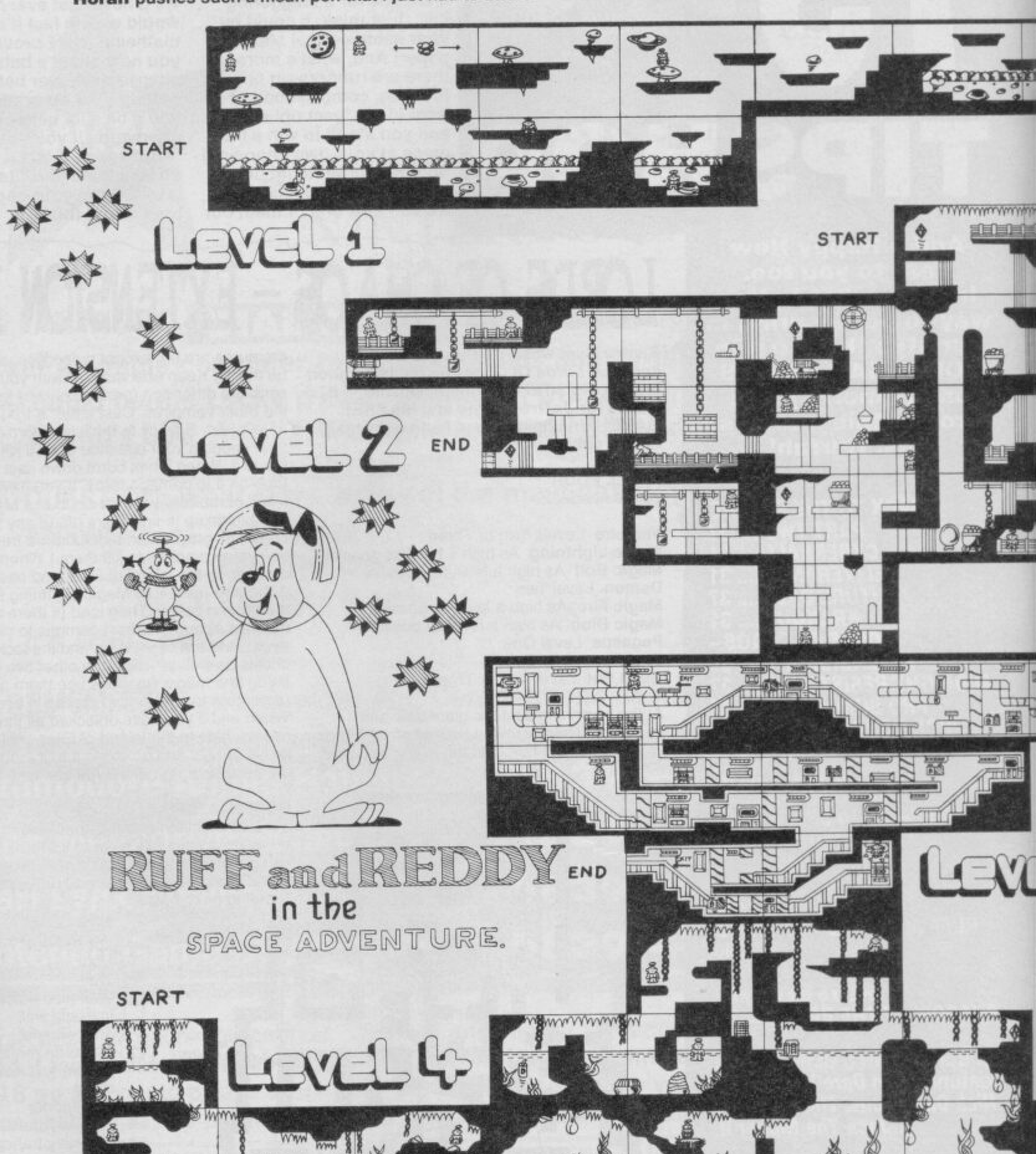
KEY
LD = Locked door
-D- = Door
■ = Wall
▨ = Wall (see below)
□ = Invisible wall
T = Trap square
⊡ = Cauldron (healing potion) and locked chest
O = Transporter
↔ = Two-way transporter
→ = One-way transporter
① = Entrance one

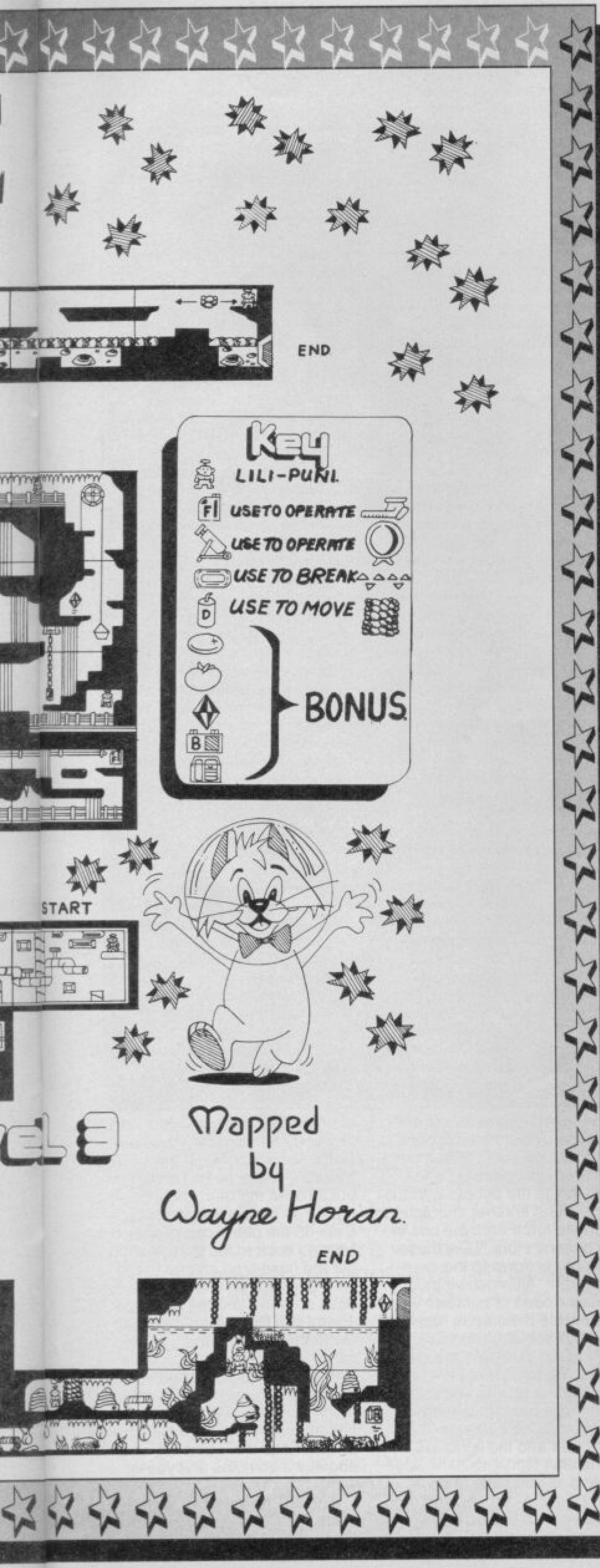
The clear squares inside the room with striped walls are safe to walk on.

Jeffrey – thanks. Your FREE GAME! is on its way.

RUFF AND REDDY IN SPACE

Tip O'The Month for a budget game? Corks! But **Wayne Horan** pushes such a mean pen that I just had to award him this month's fabulous £50 CHEQUE to spend on whatever he wants. What a lucky chap he is, eh?





RUGBY

Hut hut hut! Yes, rugby fans, November's *YS Rugby* game must have seemed like a breath of fresh air, especially if you spend a lot of time with a polythene bag over your head. (Don't try this at home, kids.) And who better to give us a few tips and things than, erm, 'Jason The Knight'? Way to go, Jason. Whoop.

Start off and keep your finger on Kick whilst running towards the ball-holding bod. You'll get the ball. Zig-zag towards the posts and run between them. Take the conversion and wait for the kick. Catch the ball and run down so that you're clashing with the bottom line. When you're approached, zig-zag and run between the posts, take the conversion, wait for the kick etc.

But we know all this, Jason.

Just checking. Here are my tips.

- To tackle, keep Kick pressed and run into the ball holder.
- If you can't be bothered to keep scoring tries, run in the middle of the posts and drop-kick the ball over them.
- Unless you concede a try you should win.

Well, thanks. I'll slip another badge on the barbie for you.

TURRICAN

Jonathan Boot spotted the tip for this one in December's Tipshop, and doesn't seem too impressed.

Rubbish.

Er, pardon?

Rubbish, that's what it was. All you've got to do is pause the game by pressing H and then press N, O and V together. Once you've restarted the game you'll have 99 lives.

Hmm, I see. So what you're actually trying to say is that the original tip was wrong.

Well, not wrong as such, just a bit more complicated than it needed to be.

Well, in that case I'll send you a badge.

KRAKOUT

December's *YS* Four Pack contained, among other things, rather a good bat-and-ball game called *Krakout*. And Darrell Morrison has 'kraked' it, as you might say. Here's his advice.

At various times in the game there's a big diamond that appears in the top right-hand corner of the screen which advances you a level when you get it. Instead of just moving into it, hold the Fire button down as soon as you touch it. While doing this, move the keys/joystick and hold them in any direction and you'll advance between three and ten levels every time.

Cheating in *YS* games, eh? Asking for trouble, that is.

DELIVERANCE

Har har. We gave you a full-colour map and we gave you the cheat mode. But what we didn't give you were the passwords to get to the second and third levels. A chap called Greg, who doesn't give his surname, decided to rectify (oo-er) this.

I recently bought *Deliverance*, finding it quite easy, and I thought you'd be interested in the passwords to Levels Two and Three. They are RSJAREVA for Two and RZ1LRVED for Three.

Good show. Your badge will be 'delivered' (geddit?) shortly.

SKATIN' USA

Erm, never heard of it. *(It's rather a good budget game. Ed)* Er, right. Well, Gerard Sweeney's found a cheat for it anyway.

Two, actually, and they're both for when you're asked to enter a code at the beginning. For starters try THISBOYCANWAIT (with no spaces) which will let you move onto Levels Three to Six. And then why not try MINORCHARACTER to become immune and have infinite ammo when you start?

Gree-at.

CYBERBALL

I'll be blowed if I can remember what *Cyberball* actually is. *(You're fired. Ed)* On second thoughts, perhaps it's some sort of futuristic American football-type thing. Anyway, Stephen Drysdale's obviously got a pretty clear idea as he's come up with the following suggestion for it...

Want to gain a quick 70 yards? Probably not, but if you do here's how. When you receive the kick-off just run into your end zone. When they tackle you they don't get a safety, but you get a 1st down on their 20 yard line.

Eh? What *is* he on about?

YS HINTS 'N' TIPS TIPSHOP

SUPERKID IN SPACE

I'm not too sure about this one either, I'm afraid. *(Look, I've had enough of this. Here are some back issues. Look it up for God's sake. Ed)* Eek! Er... Got it. It's an Atlantis barg which scored pretty highly in the December Basement. And here's Gerard Sweeney again.

After reading about Rich's landing problems, I've found an almost fool-proof solution. Simply push up-right on your joystick (or keys) until the ship is at the top right-hand corner of the screen, then simply pull left and the ship should float jerkily down to result in a perfect touch-down. (NB You may need to pull right just before the landing pad, although probably not.)

Nice work, Gerard, for which you get another badge.

CRAP TIP O'THE MONTH

Yes, it's back. And this month's crappest tip (by a long way) comes from D Collier. It's for our cover-mounted *Rugby* game, and it really is quite dreadful.

On the cover game *Rugby*, on the menu screen, about half way down the screen, there's a section saying...
8 Easy
9 Hard.
Pressing 8 will make the game easier.

Thanks very much indeed. The coveted Van Houten Chocolate cup is on its way.

ZOMBI

Although this one has aged another two months since we printed a map for it, I thought you might appreciate Chris Heaney's comprehensive solution. If you're still having problems after wading through this lot, perhaps the trouble lies a little deeper than merely a lack of tips.

Click on the helicopter's door to open it and push the top icon to get in. Get Alexandre to drop the keys, go down to the third floor with Patrick and get the petrol can and the gloves from the cupboard. Then use the lift to get down to the office on the second floor. Get the keys and go up to Level Four in the lift. You'll find three keys there – one per lorry. The first key is for the lorry at the very back of the supermarket. (Come out of the lift and keep going backwards until you're outside. Then press Left and you'll see a truck.) Click on the door and get in. You'll see a switch in the cab with a line on it. Click this to turn on the ignition. Then push the right pedal and the message 'Door blocked' will appear. Drop the key and choose a new character. Go up to the fourth floor, get the next key and go down to the first floor. When you come out of the lift go left twice and then forwards until you're outside and repeat the above procedure with this truck.

Choose a new character, get the last key and go down to the first floor. Go back once and then right twice. You should be outside. Then push right and repeat with this truck. Now, with the last character, go to the sports shop and get the rope. Go to MacDonalds and open the window. Use the rope and one character will climb up. Go back onto the balcony, use the rope and another character will climb up. Go to the general store and open the window. Use the rope and the last character will climb up. Now all exits are blocked.

To replace the fuse first get a fuse from the electrical shop. Give this to the person with the gloves. Get another character to fetch the torch from the box in the general store. Take these two people down to the basement. All windows must remain closed or zombies will get in. Use the map to reach the fuse box with the two people. Only move them into the place where the torch is. At the fuse box use the gloves and put the fuse in the box. Now go to Level Four, push the button on the computer and the lights will come on.

Next all you have to do is collect all the corpses and drop them into the freezer in the basement. After this a new type of enemy will appear – men with rings on their fingers. These are Hell's Angels. Now get the person with the petrol can to go out through the rear exit and turn right. You should see their van. Click on the petrol cap to open it. Now go back to the garden shop, get the hose-pipe and go to the van. Click on Activate with the hose showing and the message 'Petrol can filled' should appear. Go to the chopper and use the can to fill the tank. Now just kill all the Hell's Angels, deposit the bodies and get all the characters to the chopper. Use the character with the keys to fly the chopper and it will take off, soar above the zombies and you've won!

Hurrah! And you've won more than that – you've won a game too! Double hurrah!

DR. BERKMANN'S CLINIC



Gorra gamesnag? See the specialist!

Howdy doody! But no faffing, we've got tons to get through.

DAN DARE II

At last an answer to Robert McCauley's passionate bleat – the poor old soul had killed all the Supertreens and reached the Level Two exit, but the door wouldn't open. Calamity! **Richard Swann**, who has somehow managed to spare some time from his burgeoning rock career ("at the moment we sound like a cat stuck in a washing machine"), wonders whether you have picked up the escape pod controller. Without this the escape pod won't work and you'll be blown to bits when the time runs out. The controller looks like a ghetto-blaster – just bump into it to pick it up. Alternatively, he suggests you might be missing a Supertreen or something, so here's his exclusive solution to Level Two. Pay attention, Bob – the answer may be here...

"From the start, go right, right and down. DON'T shoot the supertreen, but go left and down. Now move right until you are in line with the tube going downwards, then quickly go down. Timing is critical (if you don't want to be squashed!). Now go left, but keep the Up key pressed so you stay at the top of the screen. Shoot the forcefield generator and the Supertreen, and go down two screens. Now this screen is really hard, and took me three days to work it out. I don't know how I do it *(Neither will we if you don't tell us soon. Dr B)* but the general idea is to tap the right key until you can go no further because of the magnet. Now go up, and as soon as you touch the top of the screen, dash right. If you get it wrong, you'll be thrown to the left, so try again. When you finally make it through the exit on the right, go right, up, shoot the box, go down, down, down, down, shoot the treen, go left, left, left, shoot the treen, go right, right, right, up, up, right, down, right, down, right, get the controller, up, shoot the treen, down, left, left, left, shoot the treen, right, up, shoot the treen, up, up, up, right, down, right, down and right. Wait inside the pod till the pod runs out." Phew! Thanks, Richard, your 928th badge is en route.

VATMAN

"How do you defeat the big end-of-game bully?" asked Matthew O'Sullivan. A few answers to this, all quite different. **Steven Clappison**, for instance, mentioned the cheat mode, which merely involves defining your keys as CHEAT, instantly giving you infinite energy. **Darren Johnsen**, meanwhile, suggests not picking up any energy pills until you have killed 200 nasties. "Then go and collect them all before you fight the big man as you'll need them all!" **Rob Young** adds, "Stay where you are and don't even turn around. Punch him when he is close. If you miss, wait and then punch him in the back. Repeat the procedure until he snuffs it." Any help, Matthew? No, I didn't think so.

RICK DANGEROUS

A très popular game if the number of responses to Andrew B Reid's gamesnag is anything to go by. How, asked Andrew B, could you get past the spurt of fire on screen two, Level Two? "Peasy," said **Tim Mulford**. "Climb the ladder until the poison just goes over your head. Then, as the poison passes over you, leap to the right and, while still in mid-air, press the Down key so you duck when you land. Then crawl to the next ladder. If you don't get it first time then practice." Or give up, Andrew B – it's up to you.

THUNDERBIRDS

It was Andrew Mackenzie in trubbs here, completely stumped by the levers on the bank job level. A simple enough query, you'd have thought, but no. Here, for example, is what **Matthew Shackleton** says...
First set: up, down, down, down, up, up.
Second set: up, down, up, up, down, down.
Ross Easton, on the other hand, gives these settings...
First: down, up, up, up, down, down.
Second: down, up, down, down, up, up.
Weird. Looks like one of you is playing the game upside down. Still, the other one must be right, so badges to both.

JACK THE NIPPER II

Yes, history is made this month as a Clinician writes in to answer the same query that he sorted out (for someone else's benefit) nearly two years earlier. A month or two ago Rob Young asked "What the %&£@ do I do with the woodworm?" and, from the dim and distant past, **Graham Neicho** remembered that he had guided one Gary Pope on this serpentine issue back in ish 40. Grabbing his trusty quill, he wrote in again, and so becomes the first Clinician to win two badges for untangling the same gamesnag. All I can say is "Whoops!"

Anyway, Rob, here's the gen. Keep going left from the screen you find the woodworm on until you come to a rope leading up. Climb up the rope then go right, up, up, left, down, left, left, down, left, left and left again. Press use and hope for the best!

HAYLP!

Can you help these tragic gamesters?
Steven Kemp: "How do you get past Level Six of *Yogi's Great Escape*, the one where you turn into a balloon?"
S Hardy: "How do you kill the snakes in the space stations in *Astroclone*? In *Marsport*, how do you get into the Main Plant Room and the Chemists?"
Stephen Dyson: "How do you get past the Skull Level in *Goonies*?"
Remember, if you can desnag a Clinician, or you're stuck on something yourself, then drop me a line at the usual address. (I'm always in.)

WIN THIS AMAZING "Out Run" ARCADE MACHINE!



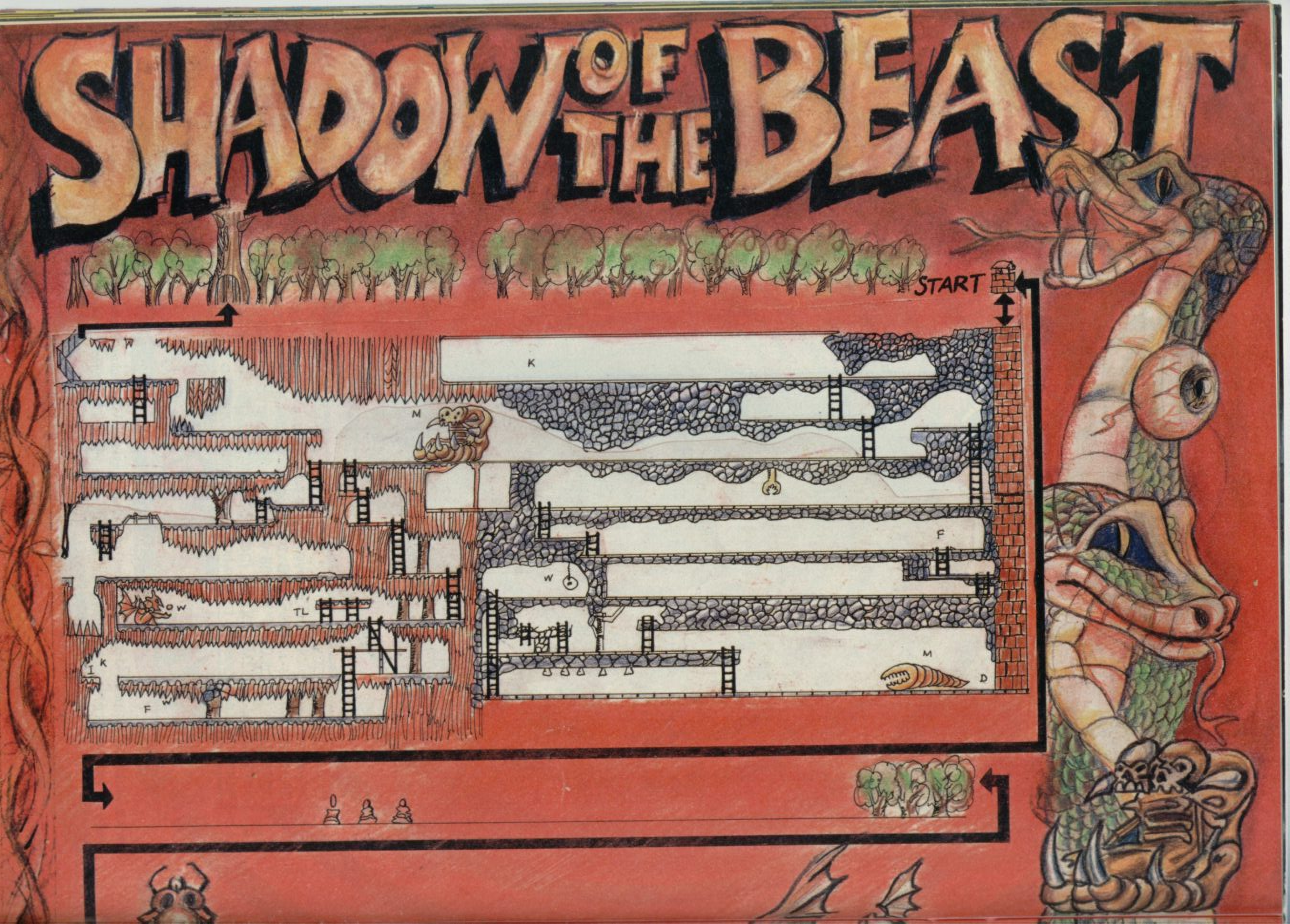
HIGH ACTION ROAD RACING ADVENTURE!!

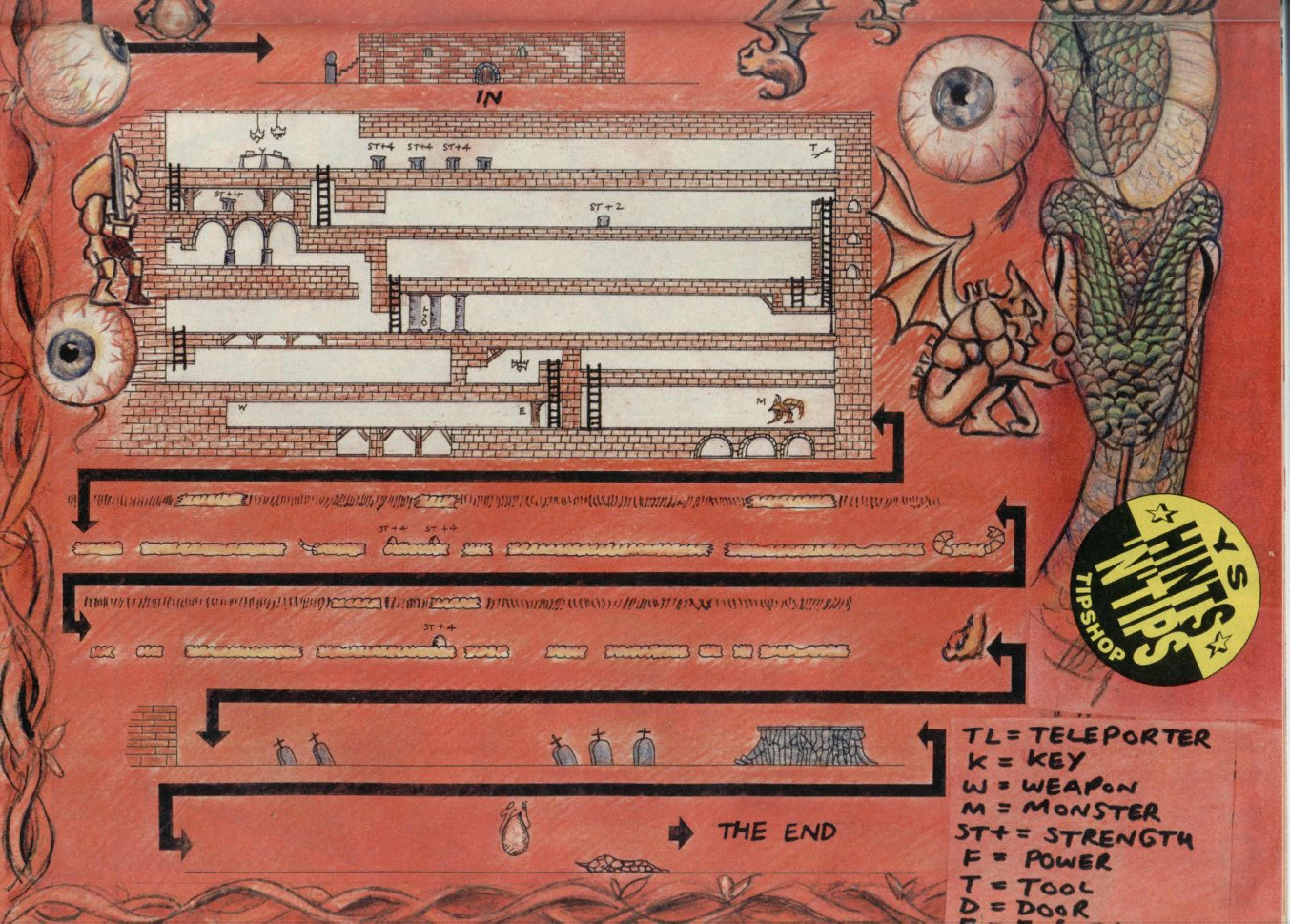
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Calls cost 33p (cheap rate) and 44p (at all other times) per minute including VAT. Populuxe Productions, PO Box 1640, London, NW1 8NG.
Please ask your parents permission before you call. Average length of the call is 5.5 minutes and we advise that you ring at cheap rate.


SHADOW OF THE BEAST
START
K
M
F
W
M
D
TL
W
K
F



IN
ST+4 ST+4 ST+4
ST+4
ST+2
OUT
W
E
M
ST+4 ST+4
ST+4
THE END
TL = TELEPORTER
K = KEY
W = WEAPON
M = MONSTER
ST+ = STRENGTH
F = POWER
T = TOOL
D = DOOR


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PRACTICAL POKES

JON 'Snap, Crackle And Pop' NORTH plugs in your POKEs...

I had a bit of a 'shocking' experience this month – I electrocuted myself. *(Muffled laughter. Ed)* From what I was told afterwards, it appears that what I did could've killed me. But it didn't. So here are some POKEs instead.

BUBBLE BOBBLE

Good old *Bobble*'s getting on a bit now, but in the very same mailbag from which this routine appeared there were a couple of requests for it! **Richard Swann** (again) has cracked the Bleepload on it, so here's an infy lives routine to bung in.

```
10 REM BUBBLE BOBBLE BY
RICHARD SWANN
20 CLEAR 24831
30 FOR N=5E4 TO 50075
40 READ A: POKE N,A: NEXT
N
50 LOAD ""CODE 52480
60 RANDOMIZE USR 5E4
70 DATA
62,205,50,90,205,33,94,195,34
,91,205,195,0,205
80 DATA
50,21,255,35,126,43,254,33,20
0,62,50,50,90,205
90 DATA
33,21,255,34,91,205,62,195,50
,58,91,33,128,195
100 DATA 34,59,91,195,0,91,
50,107,92,33,145,195,17,213
110 DATA 91,1,11,0,237,176,
195,61,91,62,52,50,147,195
120 DATA 50,150,195,195,186,
245
```

ATTACK OF THE MUTANT RYALS FROM HELL

That's right, folks, **Andy "Call me Andy" Ryals** is back. With some more POKEs. And a SoftRom. Yes, there was a SoftRom going a few months back and Andy got there first. He now owns one ninth of the entire population of them. Here's his stuff.

```
10 REM XENON 128 BY
ANDY RYALS
20 LOAD ""SCREEN$
30 LOAD ""CODE
40 POKE 38656,0: REM GO
ANYWHERE
50 POKE 36368,X: REM
X=NUMBER OF LIVES
60 POKE 38459,0: REM BEST
WEAPONS
70 POKE 38082,0: REM
DISABLED GUNS
80 RANDOMIZE USR 24E3
```

```
10 REM THE SPY WHO
LOVED ME BY ANDY
20 CLEAR 25191: LOAD
""CODE
30 POKE 31156,255: POKE
35055,255: POKE 40589,0:
REM 255 LIVES
40 LET L=USR 29951
```

THE WORLD'S FIRST COUPE CRACK

Ronald Cossey and **Michael Smith** from Christchurch in New Zealand claim that they are the first, at 11pm (NZ time) on 1st of October, to have found out that typing "....ORB" into the hi-score table of the Coupé version of *Defenders Of The Earth* gives you the cheat mode. Just thought you might like to know. (Cheers, guys, and keep at it!)

I'M GOING

So send your stuff to Jon North, The POKEing (snark snark) Bit, *Your Sinclair*, 30 Monmouth Street, Bath, Avon BA1 2BW. Bye!

RICK DANGEROUS II

Pathetically, no one's sent in a map of this one yet, which is a bit of a shame as it's a great game and eminently cartographic. What we have got, though, are a few tips that should get you a fair way into the first level, just in case you're having problems. Take it away, JR Hogan.

On the first screen run to the right straight away – the lasers will shoot but miss. Shoot the robot that comes down the ladder. Run across the screen and dynamite the door at the bottom right. Go through the doorway into a bonus screen. Go back out to the left until you reach the ladder that will take you to the spaceship. Climb the ladder without stopping and the laser fire won't hit you. Climb the next ladder and stop just short of the top, wait for the electro-pulse to miss you and quickly go up.

Go left and you'll see the door button. Whack it and the lasers will turn off. Crawl under the electro-pulse and go right. Shoot the next two robots and climb the ladder on the right. Punch the button on the wall which will set the left-hand moving platform in motion. Step on the platform and duck as you reach the top to avoid the laser firing over your head. Crawl right until you get to the bottom of the pile of cannisters. Hop onto them and grab the bullet bonus. Jump onto the ladder above you and go to the top. Punch the left-hand button, not the right one 'cos the arrow indicates this switches off the laser firing above the robot on the left's head. Climb back down the ladder and back onto the cannisters. Jump left and shoot the robot. Jump straight up, climb the silver pipes to the next platform, go right a little bit, wait for the robot and shoot it.

Dynamite the two metal doors on the right. The second door will require you to slide the dynamite towards it as you are unable to crawl and drop the dynamite. Crawl right into the next screen. Get all the bonuses and then go left. If you're killed in the rest of the tower you'll be sent back to the bonus room, which should make the game a little less dangerous.

JR gets a well-deserved badge for that one, but a map's what we really need. Tell you what, the best one I get before Tipshop-time next month wins a FREE GAME! Can't say fairer than that.

PRO BOXING SIM

Punching people's faces in on a low budget is what this one's all about, and that's also something which Stewart Swift is very good at. And right now he doesn't look too happy.

The tips you got from Stuart Rogers were bloomin' boring. Waiting for 15 minutes to beat him? Tch. Here's what I reckon you should do...

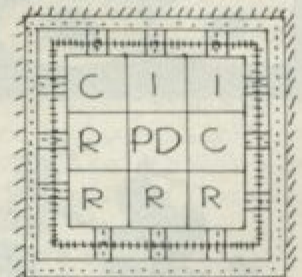
When you start off you're to the left of the opponent, so get onto the right side of him and knee him, but make sure the ref's not looking. You can do this to all of them. The tune's still stupid.

I'm sorry to hear that.

SIM CITY

Yup, it's back again, this time courtesy of one D Calafata. Wotcha got for us then?

Well, it's jolly simple really. Just a case of building your cities like this...



Like that?

Like this.

(And you can't say fairer than that.)

BACK TO THE FUTURE PART TWO

As Stefan Morkis and Ian Simpson both spotted, this one falls for the old multiloading gag.

When you're asked to play again after dying on Levels Two or Four, press 'No' and play the tape without rewinding. You'll go onto the next level and your lives counter will read FF (which means you've got a lot of lives).

Blimey. A badge each, I think.

FUTURE BALL

So okay, maybe I was being a tad unkind when I said that *Defenders Of The Earth* was the only game you could play on the SAM. Here's the other – it's called *Future Ball* and it's been tipped by Richard Luney.

Type in HAPPY and you jump to the top challenge.

So now you know. Thanks a lot, Richard.

MIDNIGHT RESISTANCE

(Ooooh. Eeeeeeeh. Squeeze.) There's just about room for this, from Kevin Bulmer.

On Level Four of *Midnight Resistance* (The Waterfall Level) stand next to the waterfall and when the fish appears shoot at it and you'll get an extra life. There are three waterfalls on this level so that's three extra lives.

Er, hang on... Oh yeah. You're quite right.

RIGHT

That just about wraps it up for this month. Do remember, readers, that there's a £50 prize for the best tip in each issue, and a couple of games for the next couple of half-decent ones. And the address to send your cheats, maps, tips and spare cash to? Well, it's actually different this month. *(Eh? Ed)* Just joshing. As usual, it's *YS* Tipshop, *Your Sinclair*, blah blah blah.

Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW

Star Letter winners receive three free games! All letters win a YS badge!

Yo, Spec-fiends! Agent Bielby here, armed (with a rubber band) and licenced to be extremely skill (as usual). First of all though, before getting onto your useless letters, I just want to wait for Andy to walk into the shed (I've set up a little 'trap' you see). Tum te tum te tum te tum. Fiddle fiddle tum, tap tap tum. Aha – footsteps. (Sound of Andy opening the shed door followed by sound of Andy falling over as large mallet swings from the ceiling and makes contact with his head.) Ho ho ho ho! Worked like a dream. Okay – let's go!

SCAREDY-CAT

I need your help, Matt. It's a problem of overcoming fear. On the 29th of August, I watched *The Untouchables* on video. (I had never seen a thriller before so I thought I'd try one out.) Nothing unusual happened while I watched it, but, three hours after seeing it, images from the film flashed back into my mind and I passed out. Recently my brother Hugh wanted to take me to the cinema to see *Die Hard II*, but I was too scared to go in case I fainted again. What on earth can I do?

Anthony Whitaker
Thatcham, Berkshire

PS Anyone who needs help on anything – turn to *YS*. It's the best Spectrum magazine in the history of history itself!

You've got a problem. A big problem. Mind you, it's sort of your own fault – fancy tackling a film as scary as The Untouchables *for your first-ever thriller... I mean to say, what on earth did you expect? What you have to do is 'work your way up', slowly and gently. I, for instance, spent two years watching Disney 'animal movies' with loads of friends. We held hands to comfort each other, and if any scary bits came on (polecat attacking a raccoon or whatever) we'd all go and hide in the toilet. Last week, thanks to this aversion therapy, I sat (alone) through a video of* Honey I Shrunk The Kids, *and only had to clutch hold of my security blanket eight times.* **Ed.**

RETURN OF DIVVY

Thanks for printing my letter (under 'A LITTLE BIT OF A DIV', ish 59). I'm sure that Greenpeace will thank you as well. I'll be joining their fabby organisation fairly soon now, but I won't be able to give them £41 as you suggested. My money source (a student grant) is exhausted until the new year, because I had to buy a load of new clothes for the sixth form. *(Had to buy 80 pints of beer, more like. Ed)* I'll be giving Greenpeace about £20 – I hope you don't mind. By the way, if Belgium is crap, then what about South Africa? The armpit of the world or what? The best part of Belgium is Antwerp(en). It's great there, especially the docks. They make Gloucester docks look crap! (Well, they are a bit crap at the mo.) Take my advice and never go to Kelston Park Training Centre, outside Bath. It's crap too! My lasagne was cold and my friend's looked like a squashed hedgehog! Oh, and here's a question – what do you think of MC Tunes vs 808 State? You have good taste in music after all.

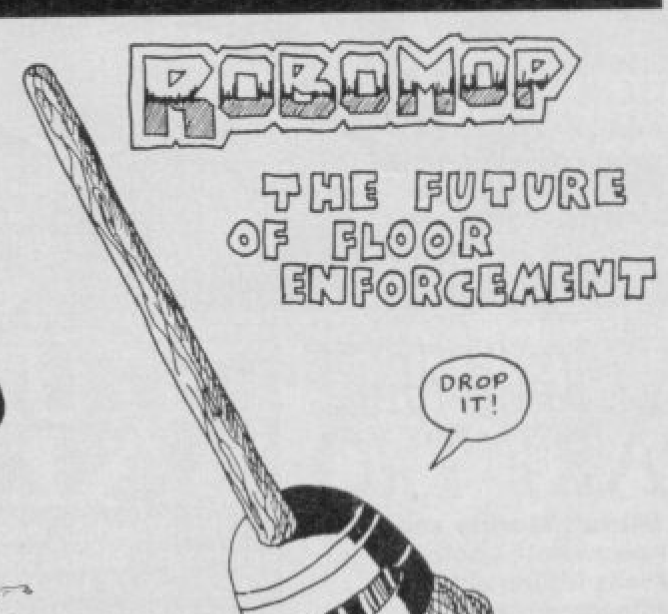
Steve 'Sven Andersson' Anderson
Gloucester

I know a secret about MC Tunes actually (a friend of mine went to school with him, you see). The reason he called himself Tunes was so that once he'd established himself as one of the country's foremost rappers (and let's face it – he is good) he could totally 'sell out' and do TV and radio commercials for the throat lozenges of the same name. It's a cunning masterplan, you have to agree – and here's a scoop. The lyrics for his first TV ad – and YS readers are the first in the world to see them...

I'm a human funk box
And I commence with a gear change
But my throat's packed out...
Giving me jip
And I need to suck on (something that's hip)

DOODLEBUGS





My my, you have been a bunch of busy little bees in the last few weeks, haven't you? There were about seven or eight really nice scribbles we could have chosen for this ish but in the end it was **Jamie Rorison** with his *Shadow Warriors* variation and **Paul "No, Not That One" Weller** with *Robomop* who won the day. Reckon you can do better? Of course you do. The address is the same, and so's the three-game prize. Yowsa!

If it's endorsements you need
Then read 'em in the runes –
This MC human funk box
McSucks on MC Tunes!
And the accompanying 'video' is absolutely brilliant. **Ed.**

STAR LETTER

IT'S CRAP!

Whoops! Here goes the Star Letter! Dam dam dam daaaamm! *Your Sinclair* is crap, isn't it, Mr Ed?... er, I mean *YS* is great!!! (Do I?) Yes! I confused *Your Sinclair* with another mags! With crap mags, can you believe it? Your free games are brill, your reviews are brill, your Joystick Jugglers are er, er, sort of brill too! I've nicknamed them (the reviewers)... well, just some of them.

MAD MATT He's mad, isn't he? I thought so!
JONATHAN MARADONA I heard he loves football!
RICH RICH He isn't rich, is he?
MARCUS VAN BASTEN He wouldn't like to hear me call him that, would he? So be quiet! I don't wanna be killed by a doctor!
GRANDSLAM DUNC He always... always overrated Grandslam's games. Don't tell me he thinks that *Saint And Greavsie* is fun! He is mad too, isn't he? *('Slightly'. Ed).*

"What crap nicknames," you might say. Er, I mean you're going to say that for sure... and you're going to say also "What a crap letter". But I don't care what you think... I care what I think, so I think, er... that *YS* is not only the best mag in the world but also one of my best friends! Now I want this letter printed, but it never will be.

Eduardo Marques
Espinho, Portugal

What a crap letter. And the nick-names are even more useless. Rich Rich for God's sake? Totally crap!! But there was one thing you were wrong about – your letter has been printed. (Er, actually there was another thing you were wrong about – when you said "Here goes the Star Letter". It's tough on the streets, isn't it?) **Ed.**

GOLD RUN

Please print this really wazza picture, coz we love Rich and Bob (yay) and *YS* (yay).

The Rich Pelley Fan Club
(Yes – he really does have one)
Walligton, Surrey

PS Crikey! Do we love Rich 'n' Bob!!!



What a strange letter. Oh no, I can feel a 'telephone attack' coming on. I've got to phone someone – NOW! I know... I'll phone 'Bob'!

'Bob': *Hello?*
Me: *'Bob' Holness?*
Bob: *Yes? Who's that?*
Me: *MB (Gadgy the duck – I've got swoon power)!*
Bob: *Er, er, er – Michael Bentine?*
Me: *No, no, no. MB (Editor of the crappest mag in the universe).*
Bob: *Magnus, er, er, Bagnusson?*
Me: *No. MB (ie Matt Bielby).*
Bob: *Uuuuummm... Nope, sorry, you've got me.*
Me: *God, you're crap at this Gold Run lark, aren't you?*

GASP! TEA LEAF ALERT

My letter is to express concern over something that I recently witnessed in a local branch of Boots. It was a sunny Saturday (blah blah blah) and I was searching for a new game for my trusty Speccy +2. Just as I was looking at the games I saw a couple of youths (about 17 years old) swopping price tags on a copy of *Forgotten Worlds* for the Commie 64. They huddled together and actually took the price tag off and switched it for a £2.99 budget game. I couldn't believe my eyes. I was trying to get hold of a member of staff when one of them suddenly went to pay for it. I saw a bar code pen next to the till and thought to myself "They've had it now".

Then I was gobsmacked.

They got away with it. The assistant, using the pen, rang up the full price on the till – but because of the price tag she assumed the machine was faulty and let them have it for £2.99.

This kind of behaviour must not be tolerated anymore. It has to be stopped. Now, or it'll be too late. All shops beware. These people are out and about all over the country.

Steven Lau
Thirsk, North Yorkshire

Ahem (blushing). Er – so you didn't give a description of these blokes then? Phew. I've got a pretty good alibi anyway – as has Andy. Um, where was I? Oh yes. It's absolutely disgusting behaviour – outrageous in fact. I'm going to write a letter to a) Boots, b) Shaw Taylor, c) Nick Ross and d) Kylie Minogue. And that shop assistant will never work again, you mark my words. **Ed.**

666

What is it with you about rock music? Every time a 'pun' concerning Iron Maiden, G'n'R and what have you crops up you seem to slag them off. A couple of examples here are the *Satan* review and the rules for the *Castle Master* compo. I don't know what makes you think that rock bands write about the Devil all the time, 'cos none of the records I listen to do anything of the sort. And if you think Iron Maiden are "a crappy heavy metal" group, then perhaps you'd like to explain why *No Prayer For The Dying* has gone straight in at Number Two? *(Easy. Iron Maiden have made a pact with the Devil. Ed)* On the other hand you think that 'bands' like De La Soul and whatever are the best thing since sliced Speccies. Personally I don't think any of these 'rappers' could play anything musical even if there was money in it. Claims about some guy called Posdnuos being able to write lyrics about anything is utter bull – most second years write better lyrics than him. And worst of all is that there is absolutely NO variation in any of these so called 'songs', so it's very easy to get bored with them. Rap and soul music is a poor excuse to earn money without taking the time and effort to learn the 'proper' music we rockers do. Come on, which do you think is hardest, a Posdnuos rap or a ten minute guitar solo giving three part harmony using a single digital delay by Queen's Brian May? (If you don't believe me, buy the Budapest '86 video.) We rockers have a motto which says "Anyone who likes soul should be shot (bang!)", so I'd like a full explanation of your prejudice against rock or an apology – else I'll send our drummer's brother round (who's 24 and of a VERY large build). By the way, *YS* is still totally brilliant.

Richard Swann
Camberley, Surrey

PS No offence meant (really).

Let me explain. I used to be dead into rock music – Hendrix is absolutely brilliant, and AC/DC are pretty good as well. But one day I bought a Judas Priest album, put it on my record deck and spun the disk backwards (as one does with Judas Priest albums). Imagine my alarm when this message came out of my speakers – "Stop listening to heavy metal music. If you don't, the Devil will come to you in the dead of night, dig his talons into your brain, and rip it out of your skull. You have been warned". So there you have it. I immediately burned my record collection and 'got into' rap, soul and dance. Surely you can't blame me for that? **Ed.**

WONDERFUL WORLD OF SPECCY

1992? Pah, it's been 1992 for yonks as far as *YS* is concerned. We get about eight million letters a day from Europe. And some of them end up here – in the section dedicated to overseas readers. This month we celebrate Greece and Portugal.

MARKOS THE GREEK

I've been saving since July to buy the October ish of *YS*, and I can tell you – it's hard work down in the mines. Not for me, of course, a true believer, but for my family. So, guess my surprise when I saw the new price. Now I had to sell my shoes to get the extra, but who cares – seeing as I read it all, once, twice... it's the only colour mag in the house – sort of house. I asked for a loan for a subscription, but I was put off by the fact that we had to move into a smaller tent to afford the cash. My mother wouldn't co-operate. Guess I can read it another 11 times.

Markos Massouras
Thessaloniki, Greece

Once you've finally finished reading it, why don't you remove the staples and make a tent out of the loose pages? That way you can sell the tent you're currently living in, afford a subscription, move into the new plush YS tent and still have some cash left over. (Hey, you might even be able to afford a YS mug – you could keep olive oil in it.) **Ed.**

IT'S A MIRACLE

Thanks for sending the mags 49 and 52 that you didn't sent before. But I'm starting to be bored with you because the issue 58 didn't arrived yet and one friend of mine, Maurilio Carres, has had it for 20 days. This isn't right (he just lives 100 metres above me).

Carlos Freitas
Canico
Madeira

Blimey – so your friend actually lives in the air then? **Ed.**

SMALL PRINT

Please can you make this the Star Letter 'cos I collect the Jiffy bags the games come in?
Philip 'Middlenameless' Chamberlain
Rochdale, Lancs
How about this then. I won't send you any games or a badge – just a Jiffy bag. Your day has been 'made'! **Ed.**

It's blue. Thanks for the eiderdown.
'Weird' Bob McBob
Solihull, West Midlands
*Er, er, er... I think I'd better pass on this one for now. I'll be back in a minute though.** **Ed.**

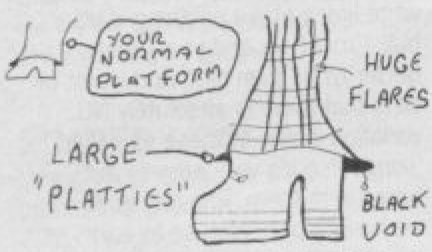
Neighbours is crap – I never miss it though. By the way, is Jim blind or what? His wife!!
Philip Smith
Blackburn, Lancs
What about Des? His son!!

All his friends call him Jimmy.
Davie 'Inspiral Carpet' Mitchell
Falkirk, Scotland
*I expect his enemies call him b*s***d.* **Ed.**

**I won't actually.*

THE BIG DEBATE

After sifting through my homework with a colander, I discovered I had some spare time, so what better way to fill it than by writing a letter to you. After numerous discussions with pals of mine, we decided that flares and platforms were 'in'. Take a look at Kylie Minogue's *Back In Time* video to see what we mean. Here's a diagram for you. (I'd love to know your opinion.)
Dillon Wolfe
Liskeard, Cornwall



Well, it's a bit of a national debate really, isn't it? People who wore flares and platforms the first time round (in the seventies) say they won't ever catch on again, but a lot of people seem to disagree. Rich Pelley for instance. And Kylie. And Andy. Let's put it to the vote. Say "Aye" if flares and platforms are back to stay...
***Me**: No!*
***Rich**: Aye!*
***Andy**: Aye!*
Oh no – the deciding vote goes to Kylie...
***Kylie**: No!*
Phew. It's a draw. **Ed.**

A PRAT WRITES....

I am writing this letter to complain about your magazine. Firstly, why is the text full of stupid, idiotic slang? Words like 'skillo' and 'brillo'. Brillo? It's the trademark of a well-known soap-pad and nothing else. Will the words Persil, Daz and Nescafé be appearing next? How about Fairy Liquid – or even Hoover? *(Haw haw not very haw. Ed)* I am sure most people do not talk that way – apart from dim-witted, low-class teenagers.

According to the photograph on the letters page, you only look about 17 at the oldest. In fact I can't even tell if you're a man or a woman – a boy or a girl – with those stupid sunglasses on. Is the light too strong for you? I always think of an Editor as an older person of, say, 30 or 40 ish (about my own age) – either a man dressed in a suit and tie or else a lady – married with children. The *TV Times* has a woman Editor – she looks a lot older than 17 and she gives her name. You just call yourself 'The Ed'.

As I am utterly disgusted by the poor value of your magazine I have sent off for a *YS* Is Crap t-shirt – **without** enclosing a cheque *(He has too. Ed)*. You can jolly well tell the department responsible to give it to me free!!!

I have a good mind to write to my MP and tell the Government to axe the YTS programme – if people like you are an example of the fodder the scheme produces! Perhaps another eight or ten years at school would teach today's youth proper English! I would like to see the school leaving age raised to at least 24 for certain youngsters! If I do not get any response within two weeks, I will have proved my point about today's youth as being true! I do, however, know thousands of teenagers *(Blimey, this bloke certainly gets around. Ed)* who are sensible and talk and write English properly. It's just a certain class of ill-bred youth I am referring to – the type who beat up old ladies, meddle with drugs, vandalise phones and property and spread the AIDS virus! You look like that type of person!!!

I will accept no apologies for my criticisms unless I hear from you within four days. And don't bother to print this letter – I won't see the reply! I have better things to do than to buy rubbishy magazines aimed at six year olds. Should I swop my Spectrum for a CD player instead?
Mr DJ McKean
Wirral, Merseyside

No, I think you'd be better off checking into a lunatic asylum. **Ed.**

BUD PICO'S



HOW TO DO IT!

Blimey! Poor Bud had a bit of a struggle last month, readers, after his faculties were somewhat dislodged in a DIY shelving incident. Well, you'll be pleased to hear that he's now back on the road to a full Lucozade recovery. Here he is, fighting fit, and ready to battle his way through your DIY troubles, traumas and tricky bits. Take it away, Bud.

Hello, readers,
Loads of mail to get through this month, so let's dive straight in, shall we? Here's one from ***Paul Cecil*** *in Cottingham...*

Dear Bud
Sorry to hear about your l ttle accident. DIY really can be a dangerous leisure-time pursuit, can't it? I served in the army at the time of the Suez Crisis and during this time I suffered ten minor grazes, abrasions to my feet and one cut to my thumb requiring two stitches. During a similar period as an avid DIY fanatic I have broken two ribs and a toe, received second degree burns to my hands and feet, and on one occasion accidentally cemented one of my small children into a Doric arch I was building over my patio. My conclusion then – DIY is infinitely more dangerous than being a soldier in a battle zone.

Well, that's an interesting conclusion, Paul. And thinking about it, I have suffered quite a significant number of disfiguring injuries above and beyond the call of DIY. Anyway, onto ***Jason Shufflebotham*** *now who hails from Totnes...*

Dear Mr Pico
I want to fit a doorway into a load bearing wall in my house. Is it permissible to sever the RSJ that's already in place and if so what type of door should I use? Should it be of a more hefty construction than the usual plywood affair?

Sorry to hear about your door dilemma, Jason, but unfortunately I've run out of space for this issue. Tell you what, I'll give it some thought and in the meantime I'll send you a Bud Pico Taught Me How To Do It badge. Any other readers needing DIY tips or offering home handyman advice? Drop me a line at Bud Pico's How To Do It at the usual address.
Cheers
Bud

Trainspotter Award



SQUARE PEGS, ROUND HOLES

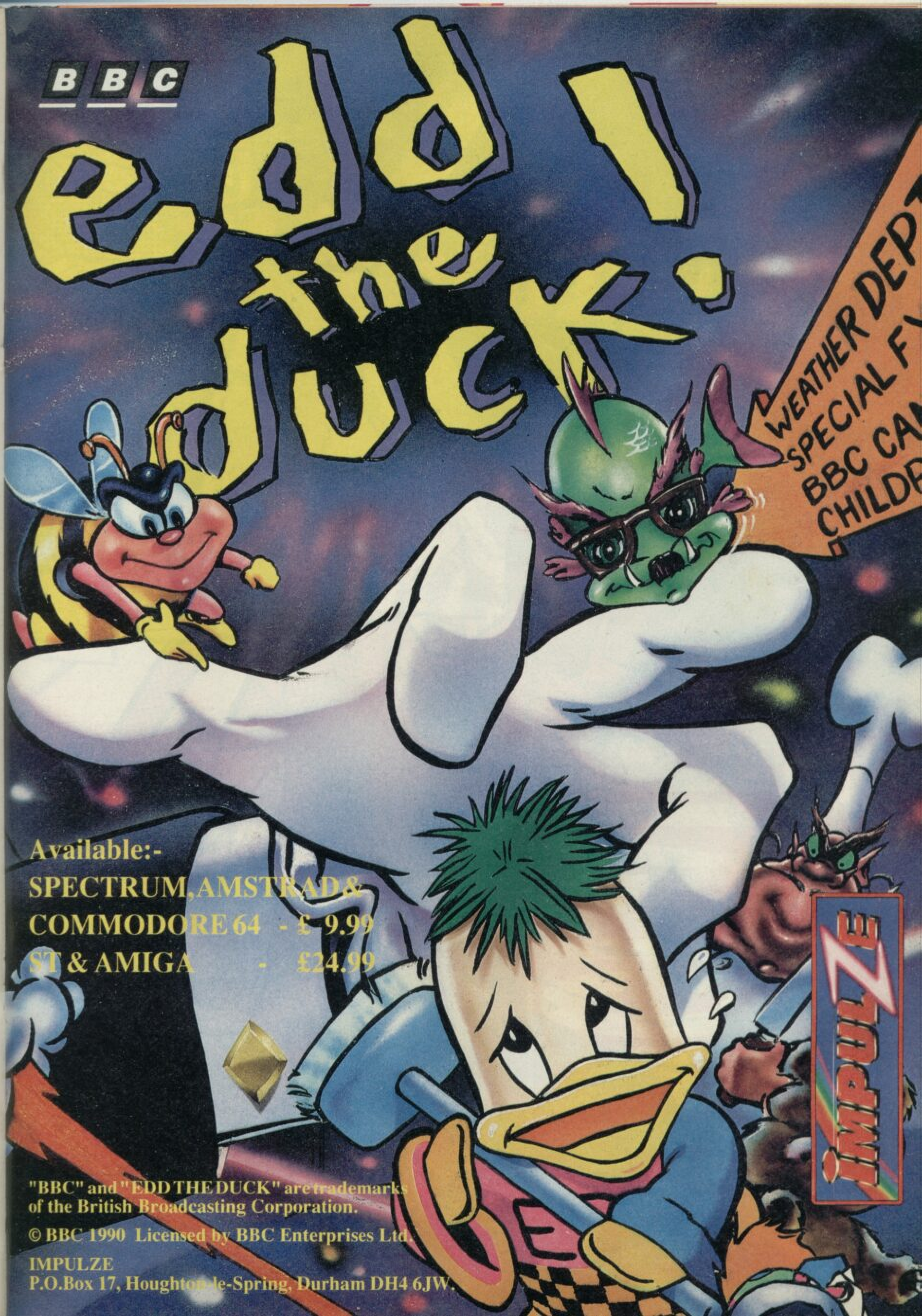
I'm writing to claim a Trainspotter because on the cover of the pretty good magazine of yours, issue 59, it had a picture of a great big ugly monkey looking at our young *Strider* in a mean sort of a way. But the reason I want a Trainspotter is that *Strider*'s sword is a curved one, but if you look the holder or whatever you call it *(Sheath. Ed)* is a straight one. Don't start giving me all this crap about "its the angle at which you're looking at the sword", because it is curved, most definitely curved. Although you will probably find one of your pathetic excuses like "his other holder's crap, so he uses the curved one and holds the sword the whole time". I am not saying it's your fault directly, but Jim McCarthy's. I still claim a Trainspotter.
Cai Williams
Treharris, Mid Glamorgan

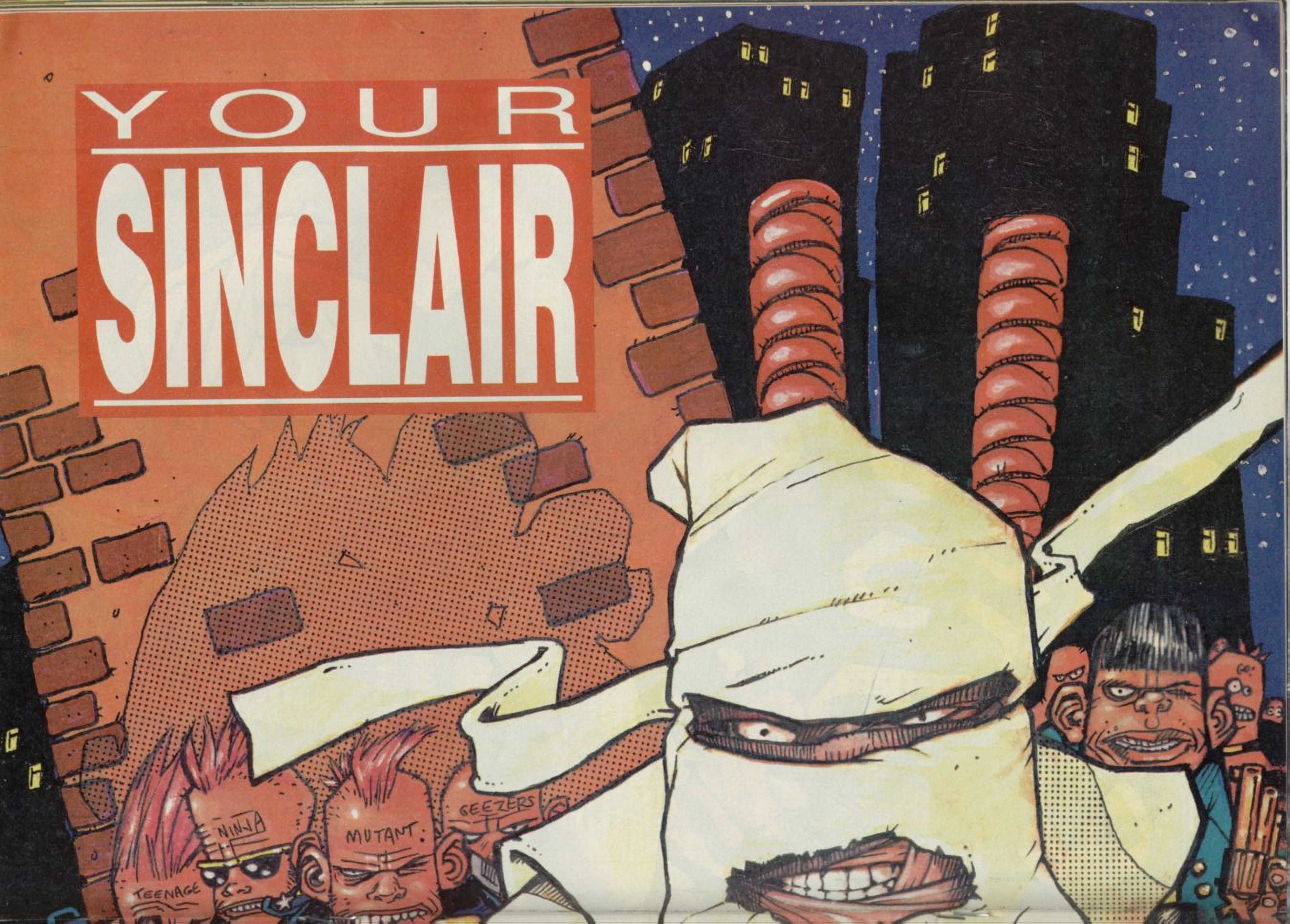
Well, you'd better have one then... but first I'd better do one of my experiments. Ha ha – only joking. You really can have one. Honest. No strings attached. **Ed.**

ARSE ABOUT FACE

I have just read the November ish and was surprised to see that in the *Guide To Driving Games* on pages 77 to 80, the traffic lights are shown printed upside-down. No wonder that some of the drivers are 'first off at the lights'. Not exactly a Star Letter, but please can I have a *YS* badge?
David Lewis
Hitchin, Hertfordshire

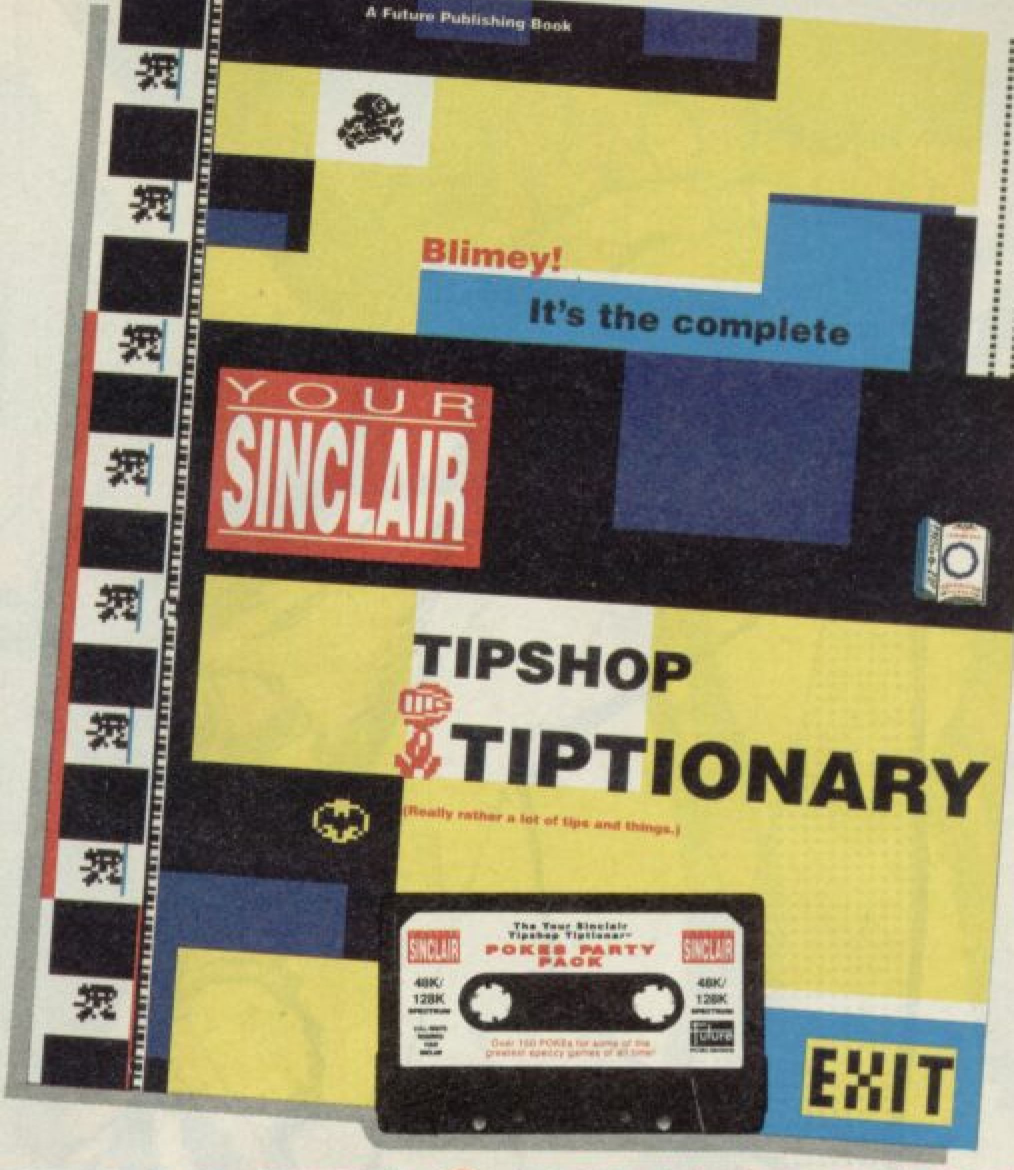
Okay. But first off perhaps I'd better explain how the 'accident' happened. It's all the fault of Sal, our 'art chick' (as usual). The thing is, she's colour blind. When she drives up to real traffic lights, she sees the sequence as if it's changing from red to amber then back to red again. Pretty confusing, and she's caused about 18 accidents as a result, been banned from driving for five years and, unsurprisingly, has a massive mental block when it comes to all things 'traffic lightish'. She's scared witless by the things. So don't be too hard on her. **Ed.**


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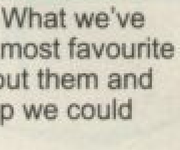

YOUR
SINCLAIR
TEENAGE
NINJA
MUTANT
GEEZERS


SHADOW DANCER
IT'S GOT TO BE JAMIE & GLYN 90. FOREVER

IT'S HUGE! IT'S HAPPENING! IT'S THE COMPLETE YS TIPSHOP TIPTIONARY!!

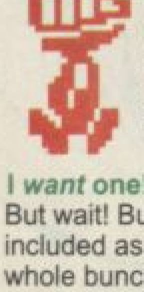


So what's all this about a book then?
Well, it's simple! You readers have been our chums for quite some time now, and, although you're probably quite content simply receiving your copy of *YS* every month, we thought you deserved a little extra something. So we've written you a book!



Blimey! So just what's in this 'book'?
Tips, that's what. And more. What we've done is chosen some of our most favourite games ever, written a bit about them and then collected every single tip we could unearth for each one!

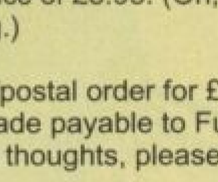
Okay. I want one.
Hang on a sec – there's more! We've also squeezed about 200 extremely practical POKEs into one program and popped it onto a cassette. It's stuck on the front and it's totally FREE.



I *want* one!
But wait! Budgie tips are included as well, there's a whole bunch of maps to guide you through the trickiest of games...

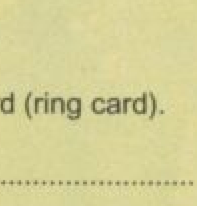


NOW!
... then *another* colossal POKE bit with 'nearly' 1,000(ish) Multifaces on hundreds of different games, and a guide to the history of Spectrum games, with top fives for the last six or seven years.



... Anything else? ... Or can I order my copy now?
Just a few jokes at the back.

Right! I'd better fill in the coupon then!
Perhaps you should.



Want one? I'd love one! Please send me The Complete *YS* Tipshop Tiptionary at the ridiculously generous price of £8.95. (Oh, and I've also added £1.45 to cover the cost of postage and packing.)

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HOW TO HACK

Please note – this series of articles is intended to help you obtain maximum enjoyment from your computer. It is not here to help you unlawfully copy software. Remember it's a criminal offence to copy or attempt to copy software without written permission from the publisher! (So don't do it!)

Last month Speedlocks 1 and 2, this month Speedlocks 3 and 4. JON NORTH is your guide.

SPEEDLOCK 3

This is virtually identical to Speedlock 2, except for the way you work out where the loader should be. I'm doing *OutRun* as an example. First off, *Load and *List the bit of basic.

```
OUTRUN LINE 0 LEN 155
0 BORDER 0: PAPER 0: INK 0:
CLEAR 45000: LOAD ""CODE : GO
TO USR 58616
```

The rest of the basic is unimportant. CLEAR 45e3 and load the code which follows, and disassemble 58616 (DF13 hex).

...And Half A Dozen Of The Other

There are also six decrypters in this Speedlock.

```
DF13 DI
DF14 LD HL,DF24
DF17 LD B,7F
DF19 LD A,(HL)
DF1A XOR B
DF1B LD B,A
DF1C LD (HL),A
DF1D INC HL
DF1E LD A,H
DF1F OR L
DF20 JR Z,DF24
DF22 JR DF19
```

Crack this one (and the five that follow) exactly as you cracked the six in Speedlock 2. Notice that in the final hack we won't be able to PUSH HL and BC, or CALL the decrypter, because there is a LD SP,HL and a LD SP,IY. Notice that the SP instructions in the third decrypter are never executed (that code is used as a hidden message, not runnable code).

Moving Speedlock 3

First off, search for FD 21 00 00 (LD IY,0000) to find the first byte of Speedlock; you'll find it at E7B6 on *OutRun*. Now search for ED 53 (the standard Speedlock patch). Change the LD DE,FE9E at E9FF to read LD DE,address of pokes. Finally, search for F3 31 (DI: LD SP,nn) for the address Speedlock runs from. I found it at EAB8. Following the code down, you'll see a standard headerless load at EACA:EACA LD IX,FEC5EACE LD DE,010BEAD1 CALL FEC1EAD4 NOP... and then a load of crap. The way that this Speedlock (and all the ones after it) work is to load in the code to load the game, and the table of load addresses from tape (that first short turboload block). From looking at the code above, you see that this code will be loaded to FEC5, which means that EAD4 should go to FEC5. The length is EAD3-E7B6+1, and it runs from EAB8+FEC5-EAD4. We can patch it before it is moved (as we did with Speedlock 2), so there is no need to calculate where the patch ends up.

The *OutRun* hack

The decryption loop is similar to the one in the Speedlock 2 routine, but the decrypter is JP'd to, not CALLed, and the PUSHes and POPs are replaced with direct LD (nn),register's and LD register,(nn)'s (because we can't use the stack). Also, the lengths of the six decrypters are different (as you'll find out when you hack the game for yourself), so the line of data has different values in it. Make sure you CLEAR 45e3: LOAD ""CODE (from the basic loader) before you use this program.

```
ORG 30000
LD IX,DATA
LD HL,#DF13
LD B,6
DCRLP LD (KEEPBC),BC ;THIS
REPLACES THE PUSH BC IN THE
SPEEDLOCK 2 ROUTINE
LD C,(IX)
LD B,0
INC IX
LD DE,25000
LDIR
LD (KEEPHL),HL
LD HL,JPBACK ;REPLACE THE
RET WITH A JP BACK TO THE
HACKING ROUTINE
LD C,3 ;A JP IS THREE BYTES
LONG
LDIR ;STICK IT ON THE END OF
THE DECRYPTER
JP 25000 ;AND JP TO IT
JPBACK JP HACK ;THIS IS THE JP
EXECUTED AT THE END OF EACH
DECRYPTER
HACK LD HL,(KEEPHL) ;THIS IS
WHERE THE JP WILL JP TO, THE
INSTRUCTION REPLACES THE
POP HL
LD BC,(KEEPBC) ;THIS
REPLACES THE POP BC
DJNZ DCRLP
LD HL,POKES
LD DE,#5BA0 ;A SAFE PLACE
LD BC,DATA-POKES ;LENGTH OF
THE POKES
LD (#EA00),DE ;STANDARD
SPEEDLOCK PATCH
LDIR ;MOVE THE POKES
LD HL,#EAD3 ;LAST BYTE OF
SPEEDLOCK
LD DE,#FEC4 ;PUT IT IN ITS
PROPER PLACE
LD BC,#EAD3-#E7B6+1 ;LENGTH
OF SPEEDLOCK
LDDR ;LIKE A LDIR BUT STARTS
AT THE LAST BYTE AND WORKS
BACKWARDS
JP #EAB8+#FEC4-#EAD3 ;LOAD
THE GAME
POKES EQU $ ;PUT YOUR INFY
LIVES POKES HERE
JP #FE9E ;THE ADDRESS
OVERWRITTEN BY THE
SPEEDLOCK PATCH
DATA DEFB 17,36,57,14,25,23
;LENGTHS OF THE SIX
DECRYPTERS
KEEPBC DEFW 0 ;A SAFE PLACE
TO STICK BC
```

SPEEDLOCK 4

This is where identification starts getting difficult. All the following Speedlocks look exactly the same when loading, and you only know what version you're doing when you start getting into it. All I can safely tell you is that the original releases of *Firefly*, *Rastan*, *Gutz*, *Star Paws*, *Arkanoid II* and *Target Renegade* had Speedlock 4 on them (although rereleases may be different). I'll be doing *Arkanoid II* as an example.

First off, *Load and *List as usual.

```
ARKANOIDII LINE 0 LEN 3452
0 RANDOMIZE USR ((PEEK
23635+256*PEEK 23636)+59)
62241X COPY u GO SUB VAL
CODE OPEN .....
```

The basic loader has only one basic command, a simple RANDOMIZE USR command. The whole of the rest of the basic is taken up by decrypters, and a few hundred bytes for the loader itself. The USR command starts running code from 5D06.

```
5D06 DI
5D07 LD HL,5800
5D0A LD DE,5801
5D0D LD BC,03FF
5D10 LD (HL),L
5D11 LDIR
5D13 XOR A
5D14 OUT (FE),A
5D16 LD HL,(5C53)
5D19 LD DE,005C
5D1C ADD HL,DE
5D1D LD BC,0D1F
5D20 LD DE,F1C9
5D23 PUSH DE
5D24 LDIR
5D26 RET
```

Firstly, this disables interrupts (the DI at 5D06) which stops R getting corrupted. 5D07-5D12 makes the screen black, 5D13-5D15 makes the border black, then HL is set to the start of basic, has 5C added to it (so it points to the start of Speedlock), and is moved to F1C9, then RET'd to. It RETs to F1C9...

```
F1C9 LD A,2B
F1CB LD R,A
F1CD LD DE,F1CF
F1D0 LD HL,F1D0
F1D3 LD BC,0064
F1D6 LDDR
F1D8 LD BC,0CFA
F1DB LD SP,FEE6
F1DE POP DE
F1DF LD A,R
F1E1 XOR D
F1E2 LD D,A
F1E3 PUSH DE
F1E4 DEC BC
F1E5 LD A,C
F1E6 DEC SP
F1E7 OR B
F1E8 JP NZ,F1DE
F1EB JP F1EEF
```

1C9-F1CC sets R to 2B, so make sure you keep track of R at all times. Move F1C9-F1EA to somewhere convenient, change the F1DE to the address of the POP DE in this new copy, and on the end stick a LD A,R: breakpoint. Now you can execute it. The value returned in A is two more than the value of R (the LD A,R instruction itself increments R by 2) so subtract 2 from it. Now add 1 to it, because we are not going to be executing the JP F1EE at F1EB, because the decrypter at F1EE is going to be moved somewhere convenient and executed from there.

```
F1EE LD DE,0CE9
F1F1 LD HL,F1FF
F1F4 DEC (HL)
F1F5 DEC DE
F1F6 LD A,D
F1F7 INC HL
F1F8 OR E
F1F9 JP NZ,F1F4
F1FC JP F1FF
```

You crack this in a similar way to the way you cracked the last decrypter, by moving F1EE-F1FB to somewhere convenient and ending with LD A,R: breakpoint. However, you will need to put in the value of R from the end of the last decrypter, which is 36 hex, so start it with LD A,37: LD R,A and execute it (I added 1 to it because we are not executing the JP F1EE). Afterwards, R will be 31, which is actually 2F after you subtract the 2 from it.

Phew! And that's about all I've got time for. Next month we'll be finishing off Speedlock 4 and making a start on 5-7. If you've any ideas, probs (or an unwanted +3) write to me, Jon North, at the usual *YS* address. Tarra for now!

YOUR SINCLAIR GAMES OF THE YEAR 1990

Righto, Spec-chums – time to get your thinking caps on. Last year the Annual *YS* Readers' Awards doobrie was lost slightly in the rush of moving everything down to Bath, but this time it's back with a vengeance. In a moment we're going to ask you to sit down, get comfy, and try to come up with your fave five full pricers from the last 12 months, but first here are the Joystick Jugglers (well, the ones we could track down anyway) with their picks for posterity. Hope they give you some small measure of inspiration (though somehow we doubt it).



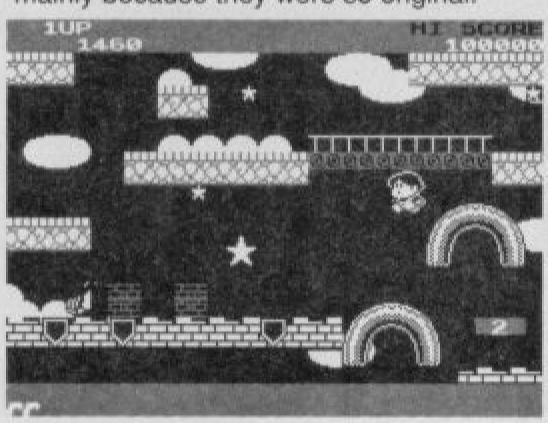
MATT

Top Five of 1990
1. *Rainbow Islands* Ocean
2. *Castle Master* Incentive (Domark)
3. *Sim City* Infogrames
4. *Robocop II* Ocean
5. *Pang* Ocean

Crap Game Of The Year
Delta Charge! Thalamus

I found it a bit of a tricky year to pick favourites from I'm afraid – there was so much licenced stuff around I found most things to be of a fairly decent general standard, but with very few absolute stand-outs. Still, *Rainbow Islands* was easily the champ – a super-smooth, incredibly colourful and playable conversion of the ultimate cutsie coin-op. Just perfect really.

After that, choosing winners gets a bit more tricky. *Sim City*, for instance, I had a lot of fun just mucking around with, while the improved Freescape of *Castle Master* really impressed me. Both took a fair amount of concentration, but were great nonetheless – they stand out in my mind mainly because they were so original.



***Rainbow Islands* – you just can't keep a good cutsie game down, can you, eh?**

These few original things aside, most of last year's games were bread-and-butter arcade-style stuff – though that's not to say some of them weren't very good. No shortage of fine shoot-'em-ups for instance – I nearly chose *Midnight Resistance*, but in the end *Robo II* just pipped it to the post. The final spot was the real teaser – it could have been *'Ironman'* (the best of the year's driving games), the colourful *Rick Dangerous II* or the excellent *Turtles*, but no. I cheated ever-so-slightly and chose a game not all the other reviewers have seen yet (because it only just came into the office) – *Pang*, from Ocean. It's simply the first game since *Rainbow* to have me staying up nights trying to complete. Absolutely brilliant.

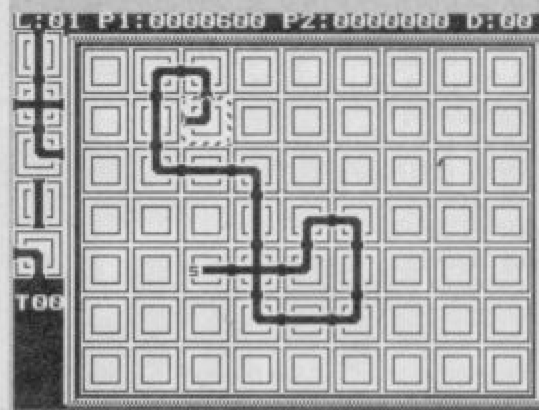
And the duffer? *Delta Charge!* – the dullest shoot-'em-up, and certainly no full price game. Sorry, not impressed at all.



JONATHAN

Top Five of 1990
1. *Rainbow Islands* Ocean
2. *Sim City* Infogrames
3. *Pang* Ocean
4. *Pipe Mania* Empire
5. *Fighter Bomber* Activision

Crap Game Of The Year
Knight Force Titus



***Pipe Mania* – erm, as addictive as a very addictive thing (more or less).**

I couldn't really find any personal favourites among 1990's crop, so I asked Conan, one of my pet gerbils, to think of some instead.

"Great Scott! What a year that was. Although film and arcade licences were still going strong, it was nice to see more original stuff getting a look-in. I haven't had so much fun in years (not since my wheel broke anyway), and I've really had my work cut out trying to pick my five faves.

"At the very top of the list has to be *Rainbow Islands*, I reckon. I'm a big fan of these 'cute' games *(Traitor! JD)* and this one really had it all. Great fun, and good enough just to squeeze ahead of *Sim City* at Number Two. Strategy games are just my cup of tea as well, and the inventiveness of this one completely bowled me over.

"What else? Well, Jonathan's just Megagamed *Pang* in this very ish of course, and I thoroughly agreed with the reception he gave it. Similar in the 'cute' stakes to *Rainbow Islands* and absolutely 'monster' with it. (Had my Christmas licked anyway.)

"And then there was *Pipe Mania*. I mean, blimey – simple, addictive, the works.

"As for the last one, well, *Fighter Bomber* it's got to be. I've always wanted to be a pilot, but they told me my eyesight wasn't good enough. Activision's 3D corkorama comes near enough though.

"And the crap game? It took a bit of searching (I'm pretty broadminded, and hate to knock even the most pitiful game) but I reckon *Knight Force* was singularly unimpressive. Rubbish graphics, utterly unplayable and it didn't even work properly."

Thanks, pal. I owe you one.

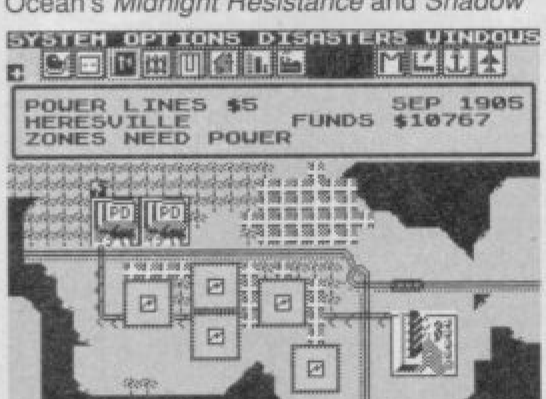


DAVID

Top Five Of 1990
1. *Sim City* Infogrames
2. *Monty Python* Virgin
3. *Midnight Resistance* Ocean
4. *Turrican* Rainbow Arts
5. *Rick Dangerous II* Microstyle

Crap Game Of The Year
Delta Charge! Thalamus

Favourite of the year without a doubt was Infogrames classic *Sim City*. It was a game that had already carved out a niche for itself on just about every other format and Probe's Speccy version has done the same. *Sim City* is the most original and universally playable game for yonks and justifiably won a *YS* Megagame. I really lurved Core Design's interpretation of Virgin's *Monty Python* licence. Firstly becasue it wasn't a terrible rehash of the 'classic' sketches and secondly because due to the surrealism of the subject it turned out (despite the tried-and-tested arcade adventure formula) to be totally unpredictable! 1990 also saw some rather hot beat/ shoot-'em-ups, including Ocean's *Midnight Resistance* and *Shadow*



Hurrah! *Sim City*! Three of your very best nuclear power stations, my good man! Ooh, hang on – perhaps I'd better have a police station as well. And a park. And a lovely big commercial area for some shops. And... (So it goes on...)

Warriors, and Rainbow Arts' *Turrican*. In the end though I chose *Turrican* because it was such a posh shoot-'em-up – loads of colour, loads of action. Last but not least is Microstyle's *Ricky Dicky II* – sexy graphics and furiously addictive gameplay. Duffer of the year? Well, whilst all these 'ladder' titles have been pushing the frontiers of Speccydom ever forward, several 'snake' games have appeared to plummet us all back to those pre-C5 days. What shall I pick? *Kenny Dalglish Soccer Match*? *Emlyn Hughes Arcade Quiz*? Well, I plumped for Thalamus' *Delta Charge!* 'cos it's quite close to my heart (for 'heart' read 'bin') – I reviewed it. Crap monochrome gameplay, little Polo mint aliens – it made the Codies look like Ocean.



KATI

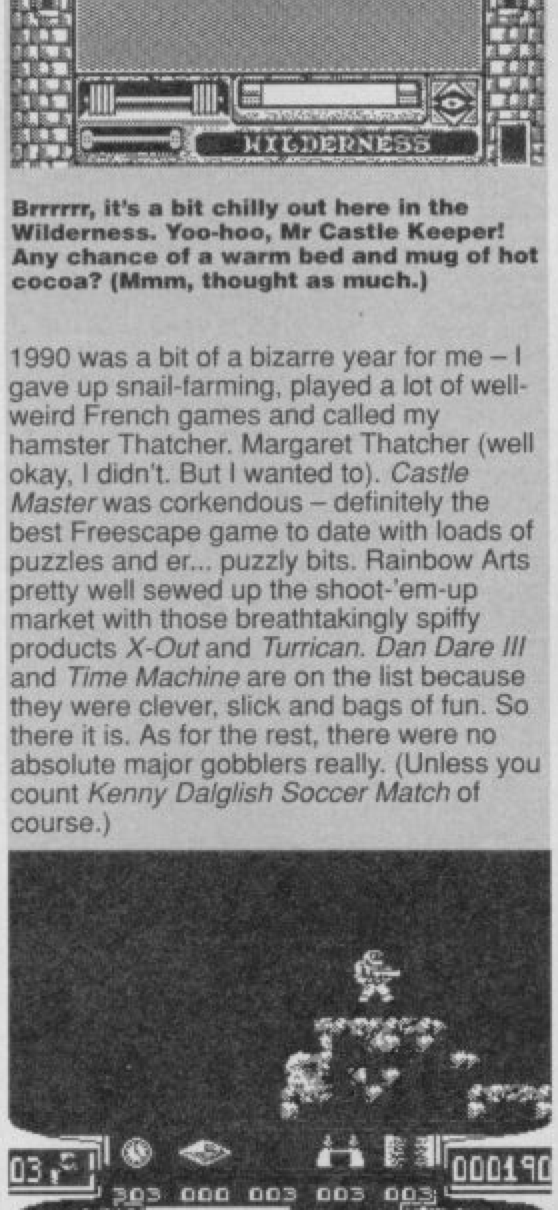
Top Five of 1990
1. *Castle Master* Domark
2. *Turrican* Rainbow Arts
3. *Ironman* Virgin
4. *Time Machine* Activision
5. *X-Out* Rainbow Arts

Crap Game Of The Year
Kenny Dalglish Soccer Match Impressions



Brrrrrr, it's a bit chilly out here in the Wilderness. Yoo-hoo, Mr Castle Keeper! Any chance of a warm bed and mug of hot cocoa? (Mmm, thought as much.)

1990 was a bit of a bizarre year for me – I gave up snail-farming, played a lot of well-weird French games and called my hamster Thatcher. Margaret Thatcher (well okay, I didn't. But I wanted to). *Castle Master* was corkendous – definitely the best Freescape game to date with loads of puzzles and er... puzzly bits. Rainbow Arts pretty well sewed up the shoot-'em-up market with those breathtakingly spiffy products *X-Out* and *Turrican*. *Dan Dare III* and *Time Machine* are on the list because they were clever, slick and bags of fun. So there it is. As for the rest, there were no absolute major gobblers really. (Unless you count *Kenny Dalglish Soccer Match* of course.)



***Turrican*, eh? What a colourful old game! (Bit of a shame that it's a black and white page then, isn't it?)**



ANDY

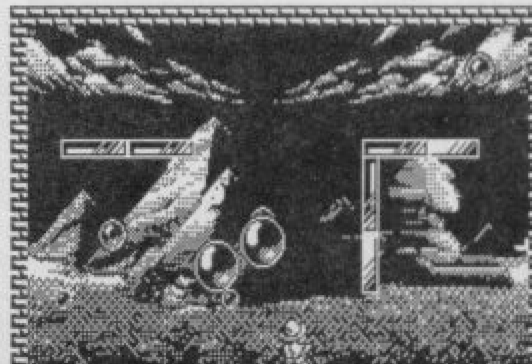
Top Five of 1990
1. *Sim City* Infogrames
2. *Pang* Ocean
3. *Turrican* Rainbow Arts
4. *Castle Master* Incentive
5. *Monty Python's* Virgin

Crap Game Of The Year
Delta Charge! Thalamus

Sim City was the best. It's not often you get games with this depth of originality and 'intelligence factor' on the Spec and I was well and truly glued to my Trinitron, I really was. And what about *Castle Master*, eh? Not, perhaps, an astounding game, but all that Freescape tunnel-trotting was dead impressive. You really thought you were there (sort of).

As for the silly cutesy stuff, well, there was *Pang* – as addictive as a bloody stupid hair-pulling-out ruddy addictive little thing can possibly be. Simple in concept and perfectly formed, here was a game whose ingenuity really won my heart.

I liked *Monty Python* too, though that wasn't so much 'cute' as downright surreal.



Cripes – this has only just come out! (It's called *Pang*, it's reviewed by JD this ish, and it's an absolute out-'n'-out stormer!)

The main reason it's in the list is because it could've been crap (like the vast bulk of other licence stuff) but instead it really came out trumps in the 'witty originality' stakes.

Slipping into carnage mode *Midnight Resistance* really lit my stick and blew my mind (not to mention the hand that was holding the stick at the time that my mind was blewing). Er... And *Turrican*? Well, *Turrican* showed how much potential the Speccy still has. This wasn't only a very good game to play, it was a really nice one to look at too. Just because all those 'okay yar' 16-bit posh jobs hog all the limelight doesn't mean there aren't any programmers out there pushing forward the boundaries of 8-Bitdom. So three cheers to them.

Right, so how's about the crapper? Mmm. Er... (*Delta Charge!? Ed*) Eh? Oh, yes, jolly good, that'll do. *Delta Charge!* – it was crap!

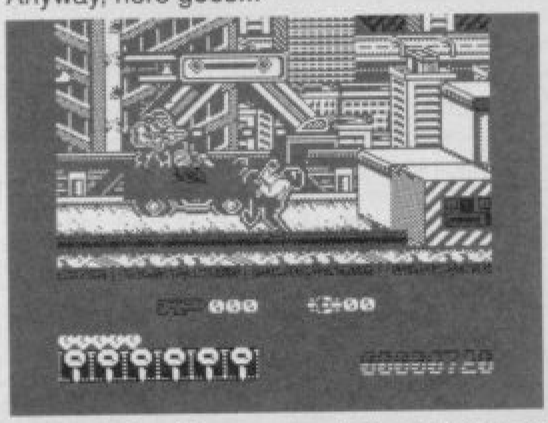


RICH

Top Five of 1990
1. *Rainbow Islands* Ocean
2. *Midnight Resistance* Ocean
3. *Golden Axe* Virgin
4. *Adidas Championship Football* Ocean
5. *Ironman* Virgin

Crap Game Of The Year
See Crap Game Corner (to take your pick)

Cripes. Er, I wouldn't know a good game if it hit me – I'm so used to shouting "Crap!" all the time the prospect of a 'Best Of 1990' puts me in a right old two and eight. Oooh!! (There, I just had a wibble attack.) Ahem. Anyway, here goes...



***Midnight Resistance* – best shoot-'em-up of the year? (Ocean would certainly be pleased to hear us say so!)**

The best had to be *Rainbow Islands*, didn't it, crapsters? My chick-fans are going to dump me when they hear this but, well, I reckon cute games are 'pretty groovy' and this simply had me up all hours of the night.

What else? Oh yeah, *Midnight Resistance* – what a corker! The chunky little sprites stood out really well against the busy backgrounds and the whole thing was packed to the brim with variety. Mega. And Virgin's *Golden Axe* goes in as my number three. A great range of characters and some nice little touches really gave it a swing (if you see what I mean).

Of course, 1990 was also the year of the World Cup which meant we had to suffer a flood of crap (crap!!) footie games. *Adidas Championship Football* was about the only one that bothered to offer value for money – barring *Gazza II* perhaps, but that's only just come out. Both were certainly a lot closer to the spirit of the 16-bit *Kick Off* than the Speccy version of it was anyway!

And finally – a driving game. These were ridiculously thin on the ground in 1990. But best of a spookily titchy bunch was *Ironman* – clear graphics, good speed, lots of mud and a lorra lorra fun.

(Ooh, I'm really getting into this 'good game' lark. You choose your own crapper.)



LINDA

Top Five Of 1990
1. *Rainbow Islands* Ocean
2. *Golden Axe* Virgin
3. *Sim City* Infogrames
4. *Pang* Ocean
5. *Pipe Mania* Empire

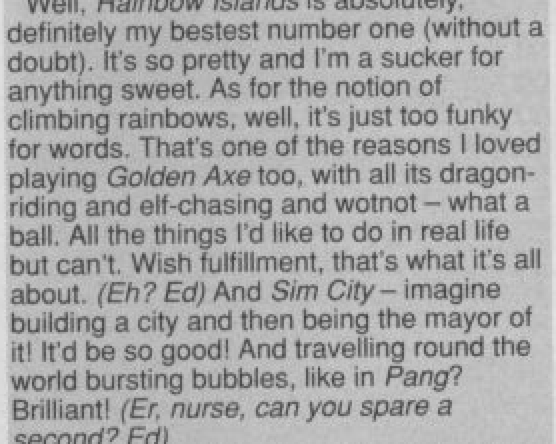
Crap Game Of The Year
Delta Charge! Thalamus

This was difficult. I don't really know many games. I mean, I've only been here two months so I'm still a novice, aren't I? Ho hum. But that didn't stop me from loading up one or two of the office faves and having a jolly good look for myself. And what did I find?

Well, *Rainbow Islands* is absolutely, definitely my bestest number one (without a doubt). It's so pretty and I'm a sucker for anything sweet. As for the notion of climbing rainbows, well, it's just too funky for words. That's one of the reasons I loved playing *Golden Axe* too, with all its dragon-riding and elf-chasing and wotnot – what a ball. All the things I'd like to do in real life but can't. Wish fulfillment, that's what it's all about. *(Eh? Ed)* And *Sim City* – imagine building a city and then being the mayor of it! It'd be so good! And travelling round the world bursting bubbles, like in *Pang*? Brilliant! *(Er, nurse, can you spare a second? Ed)*

Oh, and I liked *Pipe Mania* loads because I'm really into little fiddly, puzzley things that you've got to get your brain around and work out. And the reason there's no massive killing games here, or driving ones, or sporty ones (or whatever) is because I don't actually want to drive cars or kill people or play football. Sorry.

Which leaves me with the Duffer of the Year. Er... Mmm... (Peers coyly over the shoulders of all the other Jugglers who are filling out their forms)... *Delta Charge!* Hurrah!



Virgin had a pretty good year, didn't they? Here's *Golden Axe* for starters, but both *Ironman* and *Monty Python* crop up in a couple of Top Fives as well. Bravo!

THE OFFICIAL *YOUR SINCLAIR* TOP FIVE GAMES OF 1990

So what's it going to be? (The tension's really building up here.) Well, all we have to do is give five points to each number one, four points to each number two (and so on and so forth), tap all the numbers into a calculator, add some herbs and spices, do the hokey kokey, and what do we get..?

= 1. *Rainbow Islands* Ocean
= 1. *Sim City* Infogrames
3. *Castle Master* Incentive (Domark)
4. *Pang* Ocean
5. *Turrican* Rainbow Arts

Crap Game Of The Year
***Delta Charge!* Thalamus**

Spook! It's a neck-and-neck, twin-headed, double-barrelled Game Of The Year tie-breaker! (Trust our pesky Jugglers.) Anyway, congratulations to *Rainbow Islands* and *Sim City*, as different a pair of games as you could possibly get (which only goes to show how jolly versatile our rubber-keyed chum is, eh, Spec-chums?) and *Castle Master*, *Pang* and *Turrican*, you can take a bow as well. (*Delta Charge!*, go see Rich Pelley.)

Right, this Top Spot needs working out once and for all. Think you can do any better? Of course you do (and somehow we seem to agree with you). Read on...

IT'S YOUR TURN! VOTE HERE! (AND MAYBE WIN A FREE GAME!)
Yep, here's your chance to set the record straight. We want you to have a good old think and come up with your top five full-price games from 1990 (plus the worst one). And as an added incentive to vote, ten readers will win a full price game each. (You can't say fairer than that!)

That's not all though. In a couple of issues' time we'll be printing the full results and then presenting the lucky software houses involved with special *YS* certificates (to treasure forever). Hurrah!

Just fill in the form, cut it out, stick it to a postcard, and send it off, before February 14th 1990, to *YS* Reader's Awards 1990, *YS*, 30 Monmouth Street, Bath BA1 2BW. (It's simple as pie really.)

Alright, listen here! My five favourite full price Speccy games from 1990 are...

1 ....
2 ....
3 ....
4 ....
5 ....

And the crappiest one was

....

My name is

....

And I live at

....
....
....
....

1 The NEW *YS* 'It's Crap' T-Shirt!

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YS Binder	£4.95	MY100
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3 The *YS* Mugs!

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National Rescue Mug	£2.50	MY104
Pssst Mug	£2.95	MY103

4 *Hollywood Collection*

A corking compilation from Ocean of recent film licences, including two Megagames (*Indiana Jones & The Last Crusade* and *Batman The Movie*), *Ghostbusters II* and the original *Robocop*!

Description	Price	Order No
H Collection cass	£11.99	MY128

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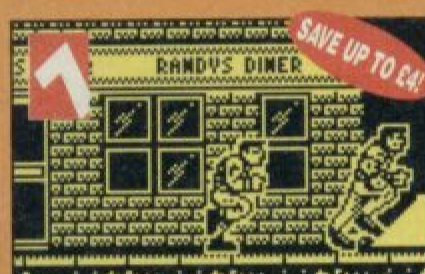














Believe it or not (and you'd better believe it really), Christmas is almost upon us once again. And that means PREZZIES! Hurrah! So how about adding a few hip 'n' happening *YS* goodies to your list, eh? Whether you're buying for the family or putting in a personal request to Santa, they're guaranteed to go down a treat every time. (And that's a promise!)

5 *Turtles*

One of the most eagerly awaited Speccy games of all time, *Teenage Mutant Hero Turtles* is a mega-colourful romp from Image Works through the sewers of New York, featuring Rafael, Donatello, Leonardo and, um, 'the other one'. Sure to be a massive seasonal smash!

Description	Price	Order No
Turtles cass	£10.99	MY127C
Turtles disk	£11.99	MY127D

6 *Robocop 2*

Ocean's smash-hit sequel to *Robocop* (the biggest selling etc etc), this is bigger, more varied and even better thought-out than its predecessor, combining a massive dose of shoot-'em-up action with platforms, ladders and puzzles. Needless to say, a *YS* Megagame.

Description	Price	Order No
Robocop 2 cass	£8.99	MY129C
Robocop 2 disk	£11.99	MY129D

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7 *Total Recall*

Worried about Mars's climate? How about getting your hands on Ocean's latest release? Starring old Tree-Trunk Arms himself in a pretty big way, it'll get your joystick into a lot more trouble than it bargained for. A corker!

Description	Price	Order No
Total Recall cass	£7.99	MY125C
Total Recall disk	£10.99	MY125D

8 *Fun School 3*

Database Software's *Fun School 3* helps you learn – and have a good time while you're at it! A must for anyone having problems with arithmetic, word-building or tables. PLEASE STATE THE AGE GROUP OF THE USER (UNDER SIX, SIX TO EIGHT, OVER EIGHT) SO WE KNOW EXACTLY WHAT YOU'RE AFTER.

Description	Price	Order No
F School 3 cass	£7.99	MY130C
F School 3 disk	£9.99	MY130D

YOUR SINCLAIR SUPERSTORE

Mmm-mm. You're right, you know, I really do need the following *YS* goodies pretty darn bad.

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Description	Price	Order No
TOTAL ORDER		

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RICH PELLEY and JON PILLAR – as nice of couple of young chaps as you could ever hope to meet. So we locked them up in the...

BARGAIN BASEMENT

SILKWORM

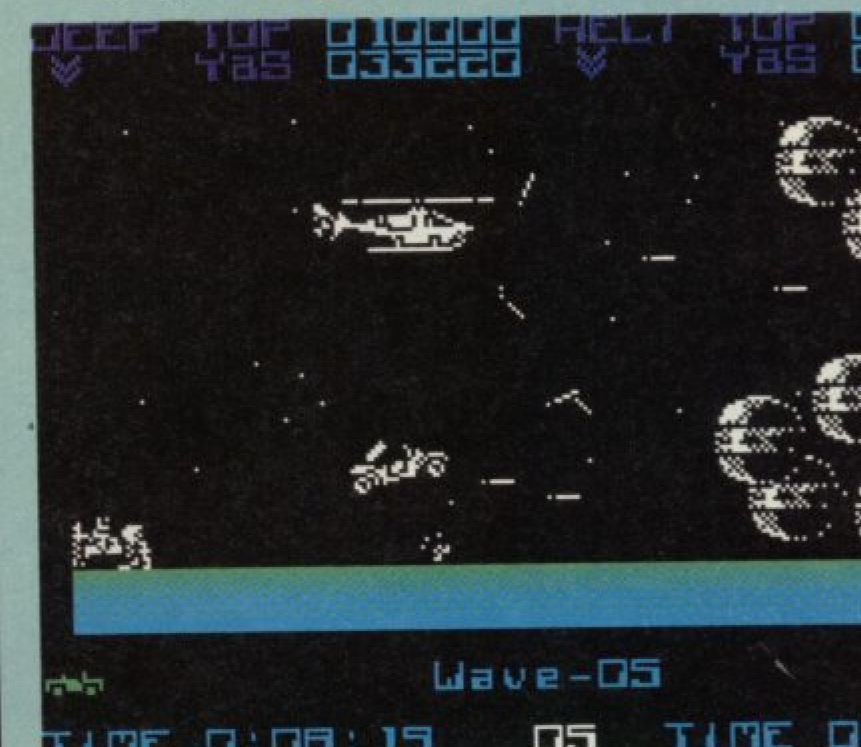
90%

Mastertronic/£2.99

Rich Although *Silkworm*, sideways scrolling shoot-'em-up number 92156430702, is hardly the most original game on the planet, it certainly is one of the corkiest. The world is about to blow up and only you, dear reader, can stop it – by flying along in a helicopter and shooting things. And should a friend be coming round for tea then he or she can help by driving along in a little jeep at the bottom of the screen at the same time.

Everything is beautifully clear and moves around pretty convincingly (including your sprite). There are plenty of different baddies along the line, including other choppers, blobby things, funky little jobbies which join up in mid-air into a sort of goose, missile launchers, strange spikey things on the floor and a unfeasibly large chopper at the end of each level.

And it's blimmin' addictive, I can tell you, matey – I've just spent all evening playing the thing when I should've been writing this pesky review instead (ahem). Well worth three quid out of anyone's pocket (except for mine, of course).



Blimey! What on earth are those big bouncing ball things on the right meant to be? (Goodness knows, but they spell trouble, that's for sure.)

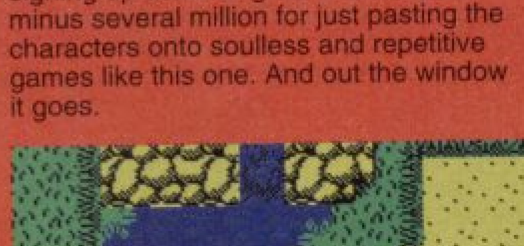
YOGI BEAR AND FRIENDS in THE GREED MONSTER

47%

Hi-Tec/£2.99

Jon Despite the questionable biological implications of the title, this is a squeaky-clean collect-'em-up maze game. Trapped on the Greed Monster's island, you (as Yogi) must find 20 hidden coins, free all five of your kidnapped pals, uncover keys to open doors, and eventually track down the Greed Monster and pilfer his treasure. (That is, I *think* that's what you have to do – I haven't got any instructions, you see.) The baddies out to stop you follow set routes (instead of homing in on you), so some nifty footwork should see you through if you run out of ammo (ie stripey toffees). Collectable goodies give you extra toffees, energy, invulnerability etc and with the bright, flat colours and cute little characters it's like a twee entry in the *Atic Atac* genre.

But, alas, it's a bit of a disaster. Since the baddies don't attack you unless you get in their way you're left trundling about without any real sense of danger – the pace seems sedate going on sedative. The Explorer's Itch gets pretty quickly scratched, and overall the gameplay is as soggy as a papier-maché hat worn by an Amazonian in the rainy season. Full marks to Hi-Tec for signing up some original licences, but minus several million for just pasting the characters onto soulless and repetitive games like this one. And out the window it goes.



A-ha! A banana skin! (I think.) Better be jolly careful not to slip on it, eh?

THE LAST VAMPIRE

80%

Atlantis/£2.99



What it may lack in originality of gameplay, it more than makes up for in choice of location. Whitley Bay, eh? It's a first!

Rich This one's a flip-screen dash-around-a-maze type thing, which plays pretty much like that ancient Ultimate game, *Underworld*, not that that's too much of a bad thing though. This time though you're running about Whitley Bay (!) attempting to drive a stake through Dracula's heart (!!) who's on holiday with a couple of friends in the area at the time (!!!). This is done by running around the colourful screens in search of money, which can in turn be used in the shop (if you can find it) to buy a stake (to kill him with and complete the game), keys (to get you into new areas), garlic (to keep old Drac-pants away) and other things like that. You've also got to avoid the baddies (which kill you) and try not to get

too lost. And it's all pretty good stuff – it may be very simple, and even a bit 'old-fashioned', but it's still very playable.

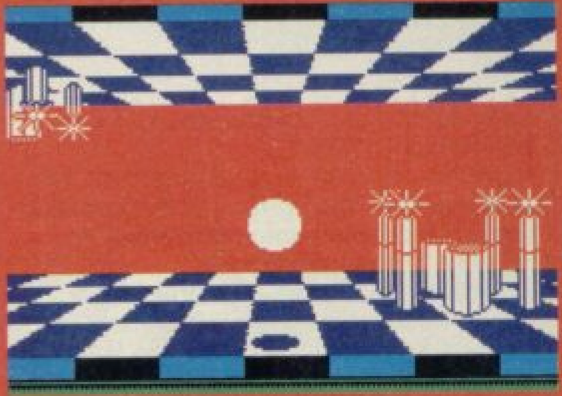
By the way, as I've said, this game is set in the seaside town of Whitley Bay. And guess where I went for my summer holiday this year. That's right, Spain. Spooky, eh?

IMPOSSABALL

Players/£2.99

Rich Boasting such delights on the cassette inlay as "Inertial Control", "True perspective", "Auto Joystick Detection", "Screenshots may be from another version" and "£2.99", it'll come as little surprise when I tell you that this one is a bit of a corker.

Balls – that what it's about. You have to bounce along The Corridor of Doom squashing cylinders, in fact. The Corridor of Doom consists of a 3D ceiling and a floor (see screenshot) which (by pressing Fire) you can bounce left and right along, as well as 'into' and 'out of'. By using the squares on the floor and ceiling (see screenshot again) to help, you can hopefully land on one of those cylinder things hence squashing it (squash them all to beat the game), without impaling yourself on one of those nasty-looking spiky things (see screenshot again) into the bargain. And that's it. Sounds crap, but it isn't. It's brilliant – the graphics look fab, it's easy to get into, it ain't too hard, it's compulsively addictive and pretty hard to fault. In fact, it's impossible (ho).



And here it it – the caption (see review).

TRACKSUIT MANAGER

Hi-Tec/£2.99

Jon If you know my feelings about management games, you'll realise that if I said "*Tracksuit Manager* is quite good," it'd be like Lord Lucan turning up as the killer in *Twin Peaks* (ie pretty unbelievable).

Tracksuit Manager is an absolute corker.

It's a 'pure' management game (graphics? Wot graphics?) and it's got more comprehensive features than a month of Sunday's colour supplements. A full World Cup competition! Single fixtures or world tours! Teams that refuse to play friendlies if they think your side is crap! Scouting out opponents! Changing team or individual players' tactics! Losing to countries you've never heard of! ... The list is characteristically endless. But the words any management fan really wants to hear are – it's menu-driven, and (hurrah!) it's in machine code. While you plot your strategies through a system more friendly than a slightly-drunk Glaswegian, your Speccy manages the rest of the world in, ooh, about five seconds. (No more gently-chugging Basic pauses – bliss!)

And the icing on the cake is the running commentary, as you anxiously follow the results of all your plans. It's paced just right to have you gnawing the table with tension as the (real-time) match unfolds before you in admirable detail (and in my case yet again ending in losing to Albania). There's even a deliberate pause before you find out if your team's shot at goal has succeeded – sheer sadism! (You can speed all this up though if you want to.)

It may not be everyone's cup of tea (hence my overall mark) but if you're even vaguely a fan then do rush out and buy this. It's worthy of the highest accolade from the Management Master himself – the Kevin Toms 'Beardy'. (And I can't state it clearer than that.)



It may look really boring but when you get into it it's actually a lot of fun. (Honest.)

A QUESTION OF SPORT

Encore/£2.99

Rich Oh, it's *A Question Of Sport*.

Crikey, still here? Unsurprisingly, this



A fashion-crime game if ever we saw one – just look at those collars!

one's based on the 'popular' telly quiz show, which means you get loads of digitised pics of loveable David, Bill and Ian (but sadly, no Emlyn) to drool over, and all the same rounds too. But the big problem is that every round just boils down to a question and answer affair – which tends to get a bit tedious after a very, very short while.

I'm not too sure how tricky the questions are, but my Dad (who's been upstairs playing the thing all afternoon) says that there're not worryingly hard. A new block of questions is loaded in every four games to avoid repetition – quite a good idea really. And it's nicely presented too, although this does slow play down a bit 'cos you have to wait for hours whilst David wibbles away endlessly between rounds (as he does). Certainly worth a look if this sort of thing sounds like your idea of entertainment, but me? My copy's on its way to Jonathan Davies as we speak. Heh heh.

XENON

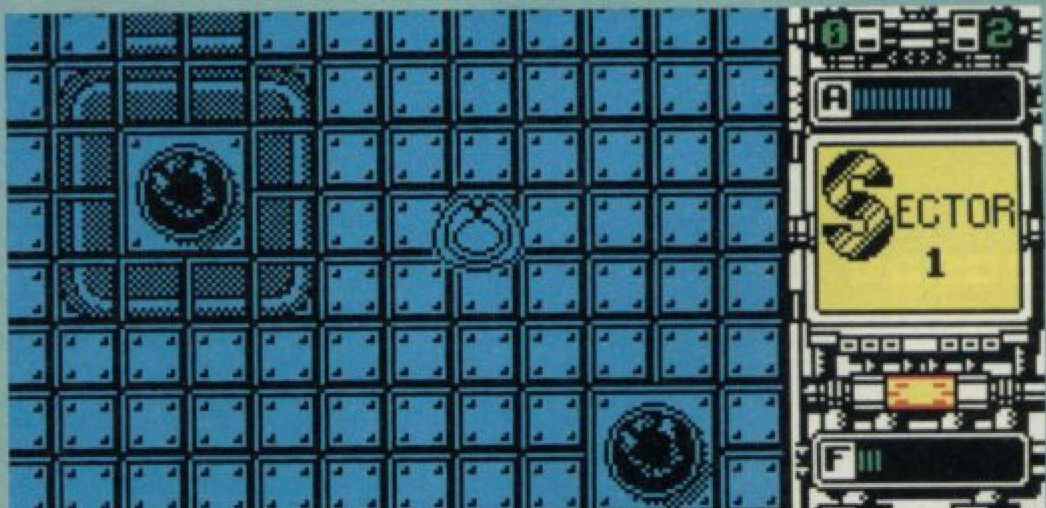
Mastertronic/£2.99

Rich Mmm, this is the second Mastertronic offering of the month and – spook! – it's just as much a corker as the first. (Actually, there's another couple of Virgin re-releases over the page as well, *Gemini Wing* and *Double Dragon* – you can either buy all four games separately under the Mastertronic label or in one big box as a barg pack. Well, I thought it was interesting anyway.)

Okay, down to business. Captain Xod is in a bit of a pickle because his spaceship has just broken down right over the other end of the Federation sector. In other words, it's just another excuse for a vertically-scrolling multi-level action-packed shoot-'em-up. Huh!

Graphic-wise things are excellent – detailed and, if a little monochrome, still pretty spanky. There are loads of different baddies to kill – they either move around on the surface or fly above it, so for this reason you can swop between two different ships. One goes along the floor and one flies – you have to work out which ship kills what. At the end of the level there's a mega-nasty which (naturally) you have to kill in order to carry on. Oh, and there're loads of add-ons including strange ball things which follow you about and fire for you.

And that's just Level One – Level Two is completely different! It's grrrr-eeaaat!



Spook! It's the bottom of a rather extra-terrestial swimming pool! (Although it's not actually because I'm right old cad and I'm telling complete porky-pies.)

BARGAINS

CAULDRON & CAULDRON II

Hi-Tec/£2.99

Jon Two games in one pack and the weirdest plots I've ever read. In *Cauldron* you play a witch out to kill the Pumpking. And in *Cauldron II* you're a pumpkin out to kill the witch for revenge. (I dunno. Why not just leave well alone in the first place?)

Cauldron is now so old it reminisces about the good old days. As the witch you have to flit about the horizontally-scrolling countryside searching for keys fiendishly hidden amid the scenery, then find the doors they unlock. Once inside, the action switches to a platform game as you try to grab the vital ingredients for the pumkin-squashing spell. Of course, in both cases there are billions of creepy nasties out to get you. Flickery sprites, feeble sound – it's all incredibly hard (but spookily addictive).

Cauldron II is much newer, sparkles technically, and is very sarcastic. It's the famous Bouncing Pumpkin game – instead of normal controls you have to vary the height of the bounce as you try to leap your way through the witch's castle. This causes more strangled shouts than a Welsh phrasebook, as in inexperienced hands the pumpkin frequently ricochets off furniture. (And when I play it it looks like a pinball game.) But it keeps you trying.

If you're an ace gamester, this is a boffo barg. But I think I'll stick to *Guardian II* – at least that doesn't laugh at me when I make a mistake. Sob.



Luminous blue bats? (Doesn't happen to be a nuclear power plant nearby does there?)

TILT



Mmm, now if I can just ease my way along the corridor without touching the walls...

CodeMasters/£2.99

Rich "It's a Corker!" Or at least, so some poor bloke from *Commodore Format* reckons. But who'd trust someone like him, eh?

Fortunately you can trust me when I tell you that this is indeed a corker, 'cos when have I ever been wrong? (Oh, apart from then.) This one reminds me of those hand-held games you shake about to get a ball-bearing round a maze and down a hole at the other end. Here you waggle the joystick to 'tilt' the entire screen (which manages to look pretty 3D and realistic) thus moving the ball about. Every time your ball touches the side of the maze however you have to start again, which you can only do a limited number of times seeing as every 'tilt' uses up some of your energy. Pressing Fire at appropriate occasions opens 'gates' to let the ball through, which is quite handy really. With practice, you soon get the hang of things and start whizzing through the different mazes like billy-o. There are loads of mazes, it's all really good fun and utterly addictive – so you should certainly consider adding this little sausage to your collection.

GEMINI WING

Mastertronic/£2.99

Rich If there's one thing which annoys me, it's those irritating bits which always get stuck round your mouth every time you eat a packet of Fruit Gums. Oh, and another thing are games which suffer heavily from the disappearing bullet syndrome. And this one certainly does.

Well, it's a vertically-scrolling shoot-'em-up, and traditionally you have to shoot things – this time spooky bug-type insect things. It all starts off pretty well – the graphics are pretty, the scrolling's smooth and the controls are responsive, and it almost fools you into thinking that the thing is some cop. But seconds later everything gets lost into the detailed background. Not only is it a case of "Where did that bullet come from?" and "Crikey, who put that baddy there?", but also of "Blimey, where the hell am I?" Needless to say that things become very (very) hard. The weapons system isn't much better either – you spend ages collecting loads of add-on-weapons, but can't choose in which order to use them. Tsk. A bit on the lousy side really.



Yikes, I can't see a blimmin' thing, can you? Crap game! Crap game!

DOUBLE DRAGON

Mastertronic/£2.99

Rich Yes, it's a beat-'em-up, yes, it's the conversion of that rip-roaring horse-eating arcadester of the same name, and, no, viewers, it isn't that good.

As this one is more of a street-fight punch-up the moves are rather more below the belt (some directly below it in fact) than in some beat-'em-ups. In other words, no one's going to mind the odd punch in the head, or knee in the unmentionables (so long, of course, as it's not their head or unmentionable that's getting the treatment). One nice bit is that everything's done in a realistic sort of 3D walk-into-the-screen sort of a way with plenty of opportunities to interact with the scenery, so you can climb up some of it, pick bits up and chuck it at people, as well use the weapons dropped by baddies. It's not too bad as it stands, but its main problem is that it just gets too boring too soon, even when playing with a friend. Oh, and the graphics are a bit shoddy and it's multiload. Ho hum. Right, what's next? *(That's your lot. Ed)* Oh.



Yikes, looks like one of your pals just got caught in the left there, matey.

KWIK SNAX

CodeMasters/£2.99

Rich Evil Wizard Zaks has cast a nasty spell (the scamp) which has sent four members of Dizzy's family to four separate islands in the land of Personality. You, as Mr Egg-head himself, have to go and rescue them all.

Each island is divided into five separate screens, each with a different theme (ice, clouds, Teddy bears and a castle) – you have to walk around each one and collect all the fruit to get onto the next, avoiding baddies or alternatively pushing the blocks of the 'maze' to get in their way. Bonuses can be collected of course – some good (kill all baddies, extra score etc), and some bad (reverse controls – a bummer, and something which makes you really slow), and also a bonus screen every screen, where you can collect even more fruit (for score).

And that about the size of it. A completely different turnip than the other Dizzy games, but still just as good – if not more so 'cos it's just so spookily addictive. It's really nicely presented too – with colourful graphics and everything. It's ace. In fact I like it so much, I'm not even going to give my copy back! *(Oi! Ed)*



Cor, dig the pretty wallpaper patterns! (These Codies, eh? They're stars, aren't they?)

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YS ADVE



First a letter from my Specchumette with kisses on the bottom, **Claire Dyard** of la belle France, ooh-la-la! Claire says being called a Specchumette makes her feel young again, as she's actually "ahem" years old (her secret's safe with me). "I read in *YS*," she says, or rather writes, or more exactly types, or possibly word-processes, "that owners of the +2 often have loading problems. I had the same problems, even if I own a +2 and not a +2A. Some games wouldn't load, then some would seem to load but wouldn't play. And then in *YS* I found the solution to my problems – the Azymuth Alignment Head program. I tried it and now all my games load and play correctly, so I suggest you tell your readers to try this." Consider yourself told.

Claire also sent a French letter (in English) to Level 9 to ask about Spectrum versions of their older games, and this is what she was told. First, the bad news – *Gnome Ranger* and *Return To Eden* are no longer available. Now for the good news, as the ones that are still available are *Colossal Adventure*, *Dungeon Adventure*, *Adventure Quest*, *Emerald Isle*, *Snowball*, *Worm In Paradise*, *Ingrid's Back*, *Lancelot* and *Time And Magik*. Stocks won't be available forever though, so if you want to get any of those send an sae for a price list to Level 9, PO Box 39, Weston-super-Mare, Avon BS24 9UR.

Now you know me, anything for a quiet life, and I'm happy to encourage whatever comes along that's designed to give me one. Eighteen cheers, then, for TASS! It might sound like a mysterious Russian undercover organisation, and maybe it really is, in which case it's disguised as The Adventure Solution Service and operates from a safe-house otherwise known as 29 Dent Drive, Eastmoor Estate, Wakefield, West Yorkshire WF1 4JG. (Yorkshire? No, obviously can't be an intelligence organisation.)

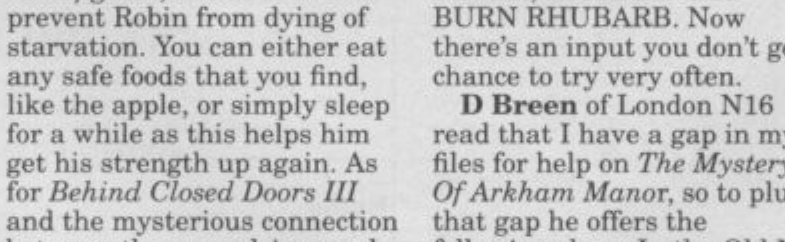
What it is, as the name subtly suggests, is an... er, Spectrum adventure solution service. At the moment there are hundreds of solutions you can get your grubby little mitts on, for a nominal charge to cover the copying, but you can get a free list of what's on offer just by sending your sae to TASS ASAP, OK?

Now to try to help Claire. In *Mindfighter*, she asks how to prevent Robin from dying of starvation. You can either eat any safe foods that you find, like the apple, or simply sleep for a while as this helps him get his strength up again. As for *Behind Closed Doors III* and the mysterious connection between the screwdriver and the puddle left by the cat – see last month's issue! (By jove, that was lucky.) *Agatha's Folly*? The full solution was printed in the November and December issues of course. Phew. Claire thinks my 8/10 rating for *Agatha* wasn't nearly high enough. Definitely Megagame status, she reckons. Hmm, you could be right, but I wonder what the French for Megagame is?

I shall quote the next letter in full, from **Robert Shirley**, 8 Delmar Gardens, Wickford, Essex SS11 7NA – "Hi Mike, I have hints and part or full solutions for over 100 adventures! Please let your readers know!" I have done my duty, and only hope Robert doesn't live to regret it. Reinforce your mailbox now.

Nicky Smith writes from what looks like the Dumpling Hall Estate in Newcastle. That can't be right surely. Who or what is Dumpling Hall? Jerry Hall's big sister? Ahem, yes, well better not start thinking about that. Back to the plot. Nicky's got some amusing inputs for y'all to try on Zenobi's *Behind Closed Doors* games. In the first, try SHOUT, and in the sequel try SHOUT, TALK, SU, CRASH, PETER, RICHARD and BURN RHUBARB. Now there's an input you don't get a chance to try very often.

D Breen of London N16 read that I have a gap in my files for help on *The Mystery Of Arkham Manor*, so to plug that gap he offers the following clues. In the Old Mill you should NROC PORD. Then go up, LEEHW ESU, down and get what you see. This you give to the barman.



When I saw the first issue of the new bi-monthly Speccy adventure fanzine, *From Beyond*, I gave it a hot welcome. That's like a warm welcome only better. There are a few adventure fanzines around, and jolly good they are too, but *From Beyond* is the only one that's devoted to the Speccy, so double-hurrahs all round.

I thought it worth mentioning again as the next two issues have since appeared, and it's got even better. Each has over 50 pages of news, reviews, views, gnus and... well no, I admit I made the last one up. Did you spot that, munchkins? With all that space it means that the adventures reviewed get a good going over. Our very own *Best Of The Indies* tape gets a full three pages... and 100% marks all round. Yippee!

The mag's editor Tim Kemp has written to tell me, though, that some people are wary of trying a new adventure venture, as in the past many fanzines have started up and then disappeared up a black hole somewhere, never to be read again. I can understand that, since it's a worry I share, but I don't think anyone need worry about *From Beyond*. It's definitely here to stay. The easy way to try it, of course, is just to buy one copy. I can assure you that these exist, as I've got them on my desk right now! You can get the latest issue by sending a cheque or PO for £1.50, made payable to KJ Kemp, to 36 Globe Place, Norwich, Norfolk NR2 2SQ.

In the blacksmiths you can EFINK ESU to get the charcoal. If you go to the graveyard at night times objects will appear. Oo-er! And what should you give the schoolmistress? No, wash your mouth out, what she wants are SDROCER HSIRAP EHT.

NTURES

by MIKE GERRARD





Illustrations by Anthony Colbert

Does anyone fancy a Portuguese pen-pal? **Ricardo Sebastiao** is an adventure nut, and is keen to make contact with other *PAW* users. He says he's got the program, the instructions and loads of imagination, but is finding it tricky to work with *PAW*. He'd like to correspond with anyone who can help him. If you're interested, Ricardo's English is excellent and his address is Estrada da Marinha Grande, A-Dos-Pretos, 2405 Maleira-Lis, Portugal.

Got any adventures you want to give the old heave-ho to? No, I'm not on the cadge, you can do yourself a favour by contacting Gordon Inglis, 11 West Mayfield, Edinburgh EH9 1TF. Gordon promises to buy all original Speccy adventures, none refused, provided they're in decent condition. Guess what he does with them then? Why, sells them to someone somewhere who wants the very game you're just dying to chuck out. This man's no fool. So if you've got any Speccy adventures you've finished with and want to sell, contact canny Gordon Inglis, and you might also like to bung him an sae to see what he's got for sale right now. You never know, you might find that adventure you've been trying to buy for the last three years. Then again, you might not. Life's full of little disappointments.

Ricardo's one of two people this month who've asked me why I never print my address in the adventure section. Love a duck (in a manner of speaking). The *YS* address is printed all over the place. Turn a few pages and you're sure to find it, but if you're too lazy to even do that then here it is – Mike Gerrard, *Your Sinclair*, Future Publishing Ltd, 30 Monmouth Street, Bath, Avon BA1 2BW. Now don't lose it, as I'll never ever print it again, you hear?

G Nisbett of Hungerford has a few questions about FSF's sci-fi tale, *Magnetic Moon*, including where to find the power packs for both the sonic drill and the vibro saw. The answer is YNA T'NERA EREHT. And what equipment do you need at the end of Part One? RETTUC, THGILHSALF, RECROF, TEMLEH, KCAP, EPOR and LENPARG. The last two should be attached to each other.

Now for two fishy questions. One is from **Daniel May** of Humberside who rabbits on for pages about his friend's Archimedes, and playing adventures, and using a mouse, and a disk drive, and goodness knows what else besides. When it gets down to it, all he wants to know is if *Fish!* by Magnetic Scrolls is available on disk for the Spectrum. The answer is YES!

Alan Buxey of Gosport knows this to be true 'cos he's stuck in the blooming thing! He's done two warps but is having probs with the smooth one. He's pretty sure he has to make a ring, and has got the mould... but where's the gold? Well, somewhere near Micky there's a disk, which can be melted (if you can manage it) to give you some molten gold. Watch out when you first get the disk, though, as you've got to get it to the smithy without bumping into Micky again.

That's just about your lot for this month, and I ajopolise to those people whose letters I haven't had room to include, like **C Pope**, **James Rogers**, **Paul Talbot** and tons more, but I can only fit so much on a page each month and some letters have to go unanswered. There is a solution however. If you include an sae when you write then you're guaranteed a reply. S'easy. See you!

Hello, Spec-chums everywhere. Now you've got a magazine you can call your own, in the shape of *Your Spec-Chum* (the shape being sort-of rectangular). Editor Martin Wright asks me if I can give him a plug – what a cheek, he can go to B&Q and buy his own like everyone else. I shall mention his magazine, though, which is available at £1 and includes an adventure section called *Labyrinth Library*. Martin wants his adventure section to be different, and so is concentrating on those mega-sized games where players would welcome maps, like *Bard's Tale* for one. Trouble is, he needs both readers and contributions. If you fancy your death-defying map-making skills, contact *Your Spec-Chum* at 3 Rheola Gardens, Thornbury, Plymouth PL6 8UB.

CAPTAIN KOOK

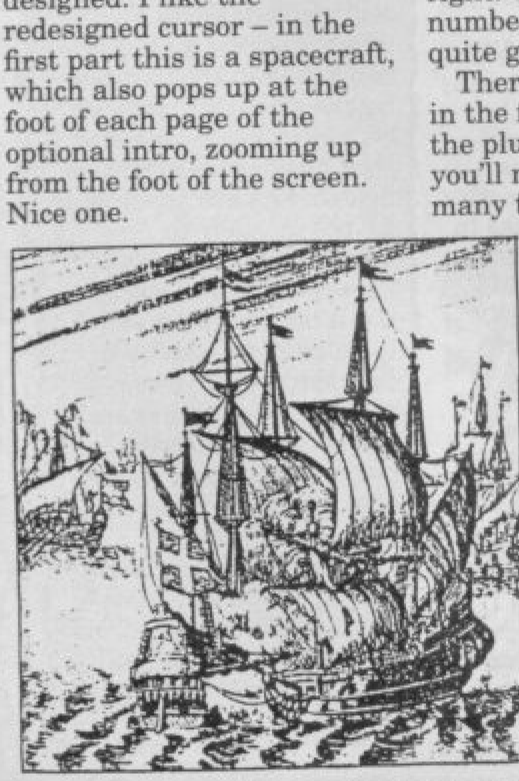
I'd been told to watch out for *Captain Kook* by one of the game's playtesters, so when it came in I swiftly loaded it up... and what a delight it turned out to be. It's only author Paul Cardin's second attempt at an adventure, the first being The Inner Lakes. That one centred round the quest for an extremely large fish, and while it didn't merit a full review it was certainly better than the average debut attempt. Paul's second title shows lots of style, and at this rate his third game should be mega! I like an adventure with a bit of a different feel about it, and *Captain Kook* certainly has that.

The second of the two parts centres round the mysterious statues on Easter Island, and in solving it you discover the author's theory as to why they were built, who by, and what happened to the civilisation that created them. That's far more interesting a tale to me than the Quest for the Golden Po of King Frozzdangle.

The game's text-only but with a couple of neat loading screens, both of which are reproduced on the front of the cassette inlay. Good marks for presentation, which continues on into the game with the screen layout. This is *PAW*'d, and clearly designed. I like the redesigned cursor – in the first part this is a spacecraft, which also pops up at the foot of each page of the optional intro, zooming up from the foot of the screen. Nice one.



Mmm, far prettier to show you a shot of one of the loading screens than a box filled with text, methinks. Bit of a shame we don't get such cute piccies all the way through but the game itself more than makes up for that.



There's a prologue too, in rhyme, that you get with the cassette. This explains how Tanzylee came from the planet Chrozon, leaving behind his wife and three little Chrozlets (aww!), and winds up accidentally on the planet Earth. Well, he does in Part Two of the game. You spend Part One making sure he winds up anywhere in one piece. This starts with the conventional 'panic in the spaceship' scenario. You know the one – alarm bells going, something or other malfunctioning, and only so many moves for you to put it right. Thank goodness the number of moves allowed is quite generous!

There are only 15 locations in the first part, on-board the plummeting ship, but you'll need to visit them all many times, taking objects back and forth, devising clever ways of using them, if you're to survive to the start of Part Two. In the second part (password needed) you'll find yourself on Easter Island, but there's more to the island than you probably think.

There's a compo too. If you can decode the morse code message that zips by you at remarkable speed in Part One then you stand to win the £50 prize. I think that's a bit unfair, as the prize may already have been won by the time reviews like this appear, and the author should have set a closing date and waited. He assures me the morse code message is right though — he used to be a Leading Radio Operator in the Royal Navy!

Captain Kook is definitely a game to make you think. With limited locations, and limited objects, the author has had to work hard at interlocking everything to produce problems with a bit more depth than the usual UNLOCK DOOR WITH KEY. You must be sure to read every word of the text, and EXAMINE everything you find... or X everything, as the author's kindly abbreviated that command, and several more. You won't be playing from here to eternity, but you'll enjoy it while it lasts. *Captain Kook*? Worth a look!

GRAPHICS	8
TEXT	
VALUE	

Title .... *Captain Kook*
Price £3.50
Publisher ..... Paul Cardin, 3 Lonsdale Villas, Wallasey, Merseyside L45 4PG

RATHER STONKING COMPASS COUPON CORNER

Gadzooks, can this be true? Two soopa-doopa coupon offers in one ish? Well, blink and rub your eyelids no more, me hearties, for 'tis true indeed. Flick over a page or two and you'll see the new *Best Of The Indies Volume Two* tape offer, but in the meantime it's the return of those merry Compass funksters and their invitation for you to choose any two of the games listed below for half their price (give or take a penny). Hurrah! You can take any you like, and that includes their latest *Shadows Of The Past* which I gave a stonking 8/10 to in a recent issue (bless you). The cost is just £1.99 per tape, including postage, but you must remember that it's two games per tape. Not one. Not three. But two. Got that? Okay, so how many titles per tape? Two, you got it. If you want four, you'll have to buy how many tapes... oh come on, you don't need to take your socks off to work it out... two tapes, alias £3.98, that's right.

The titles are *Project X: The Microman*, *The 'O' Zone*, *The Golden Mask*, *Demon From The Darkside*, *The Devil's Hand*, *Intruder Alert*, *The Hobble Hunter* and *Shadows Of The Past*. Now is that an offer or is that an offer? (Answers on a ten pound note please.)

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FROM:
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Address ....
....
....
Post code ....

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- ☐ ***The 'O' Zone***
- ☐ ***Demon From The Darkside***
- ☐ ***The Golden Mask***
- ☐ ***The Devil's Hand***
- ☐ ***Intruder Alert***
- ☐ ***The Hobble Hunter***
- ☐ ***Shadows Of The Past***

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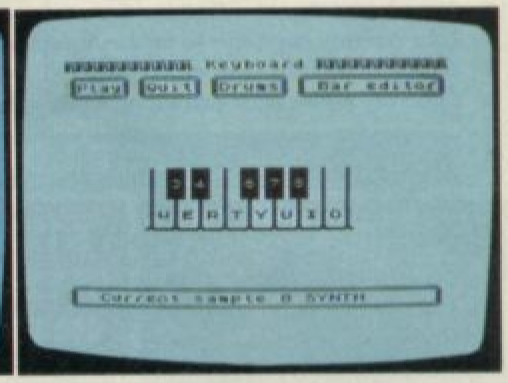
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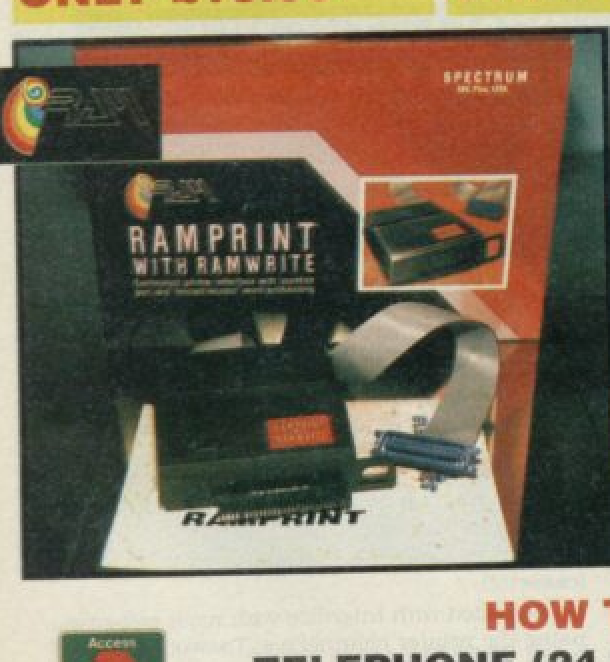
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RETURN OF THE INDIES

Just when you thought it was safe to put your wallets away, here they are again – the best of the recent indie mail order Speccytrum adventures on one great tape. So wickedly and wondrously successful was last year's *Best Of The Indies* tape from Zenobi (which included six of my all-time personal hand-picked gently-scented adventures) than what else could we do but bring you another one?

For the past few months, Zenobi Software supremo John Wilson and myself have been sorting out the best of the recent batch of 48K Spectrum adventures, and putting them together on one tape. The result of all this picking and choosing is the rather excitingly-titled *Best Of The Indies Volume II* — pretty clever of us to come up with that, doncha think? Again there are six titles, but since some are multi-part games you end up with ten bits of adventure at a knock-down price of only £3.99. Why, that's less than 40p per bit. Holy mackerel!

This special price is of course only available through the cuddly coupon you can see somewhere vaguely close to these very remarks. *The Best Of The Indies II* can only be bought at the reduced price via the coupon, and, what's more, non-*YS* readers can't even buy it for a full month after this issue's appeared. Tee-hee. Even then they'll have to pay the full street price of £4.99. What a shame for the poor ignorant little bumpkins, eh? *YS* readers can continue to buy the tape at £3.99 forever and a day (less one day), provided the order's on the coupon, or a photocopy of it.

What more can I say? (Ed whispers in my ear.) Oh, erm, yes, I was going to tell you what's on the tape anyway, honest I was. The tape kicks off with the first two parts of Tartan Software's ***The Gordello Incident***, a shrewd move on the part of author **Tom Frost** as he knows you're sure to want to buy the rest of the game once you've started playing it. The rest of Side One is taken up by all three parts of the excellent ***Diablo***, by **Mark Cantrell**, that master of *PAW*.

No 'Greatest Hits' tape would be complete without a game from **Jack Lockerby** of course, and Side Two kicks off with ***The Bounty Hunter***, originally published by River Software. Then there's a mysterious medieval tale in two parts – ***The Hermitage***, written and published by the talented **Tony Collins**. Then there's one of the best *PAW* games I've ever seen, in **Gary Cappucini**'s ***Crack City***, and all *PAW* users MUST get this one, as it'll either make you want to give up and go home, or inspire you to reach creative heights of your own. To round the tape off, there had to be a game from the old **Balrog** himself, and this time it's another sci-fi story, ***From Out Of A Dark Night Sky***, in keeping with the tape's fairly serious nature.

If you don't believe that this is a cracking collection of games, you can easily look up the reviews that appeared in *YS* when they were first published (of which there's rather a tidy list below). They were all deemed well worthy of review, including what came to me as unknown quantities from unknown authors, like *Diablo* and *The Hermitage*. Basically anyone who doesn't buy this compilation has about as much sense as a lobotomised lettuce.

TO: Zenobi Software,
26 Spotland Tops, Cutgate,
Rochdale, Lancs OL12 7NX.
FROM:

Name ....

Address ....

....

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.... Post Code ....

Please, oh mighty and wise ones, send me toot-sweet my special Speccy copy of *Best Of The Indies Volume II* at the ridiculously low price of £3.99 including postage and packing. (Readers outside the UK should add £1 to cover extra postage costs.)

HISTORY LESSON

Last month Barry Durrans made lots of suggestions for improving the adventure column, the saucy sausage. Others have said that I ought to take pity on new readers who've maybe only recently jumped aboard the good ship *Your Sinclair* through no fault of their own. Thus they don't know all the important adventure addresses, or which games I've reviewed, or what I said about them, or which back issues are worth buying from an adventure point of view, or whatever.

I've therefore taken pity on them, and on Barry, and compiled this cut out'n'keep guide to all the adventures and utilities I've ever reviewed since records first began — in this case, August 1986.

Next month, adventure addresses (perhaps).

YS ADVENTURE REVIEWS

October '90	***Shadows Of The Past***
September	*Pendant Of Logryn*
August	*Starship Quest*
July	*The Miser*
June	*Crack City*
May	*Hobble Hunter*
	Dead End
April	*Plagues Of Egypt*
	Puzzled
March	*Agatha's Folly*
February	*Intruder Alert*
January	*Scapeghost*
	Tolkien Trilogy
	Behind Closed Doors III
December '89	***Gordello Incident***
	Beheaded Smuggler
	Hermitage
October	*Magnetic Moon*
September	*Retarded Creatures And Caverns*
	MUD (multi-user game by modem)
August	*The Bounty Hunter*
July	*Diablo*
June	*Weaver Of Her Dreams*
May	*Fish*
	Pawns Of War
	Parisian Knights (preview)
March	*Balrog And The Cat*
	Ingrid's Back
	Ice Station Zero
February	*Lancelot*
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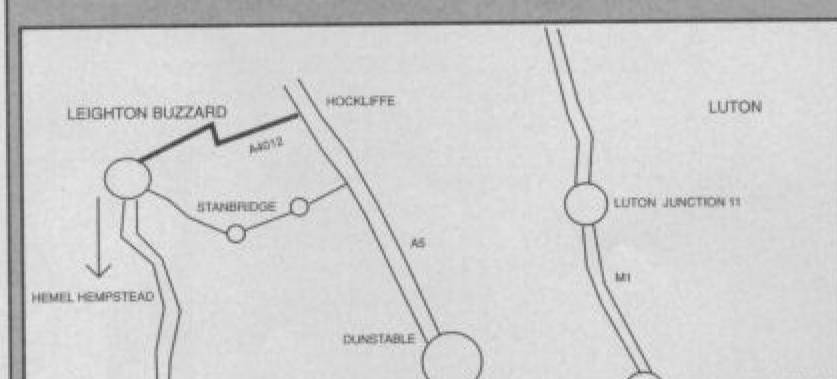
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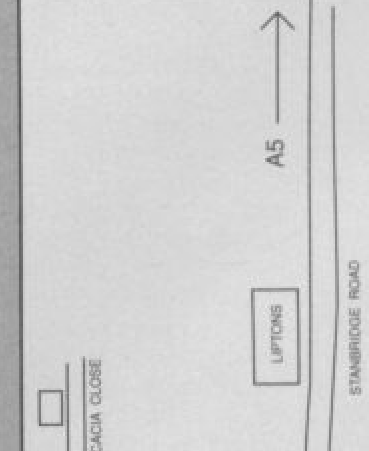
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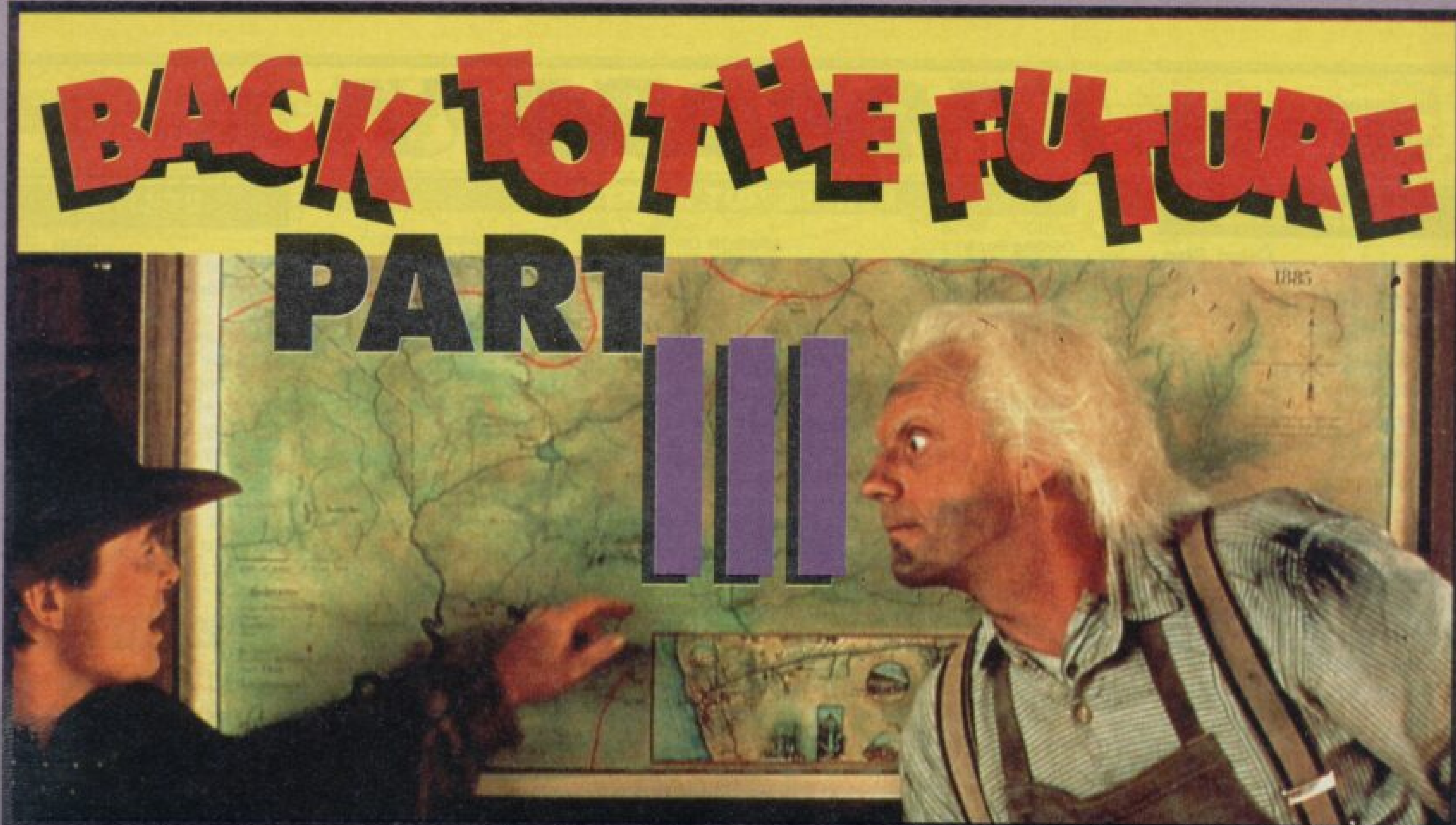
HOW TO FIND US......





Maps showing direct routes from the motorway and A5

BACK TO THE FUTURE PART III



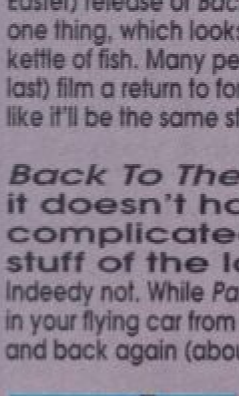
Hmm. It seems like only yesterday that we reviewed *Back To The Future Part II*, and look at this – there's another one here already! *Back To The Future* games are like buses – nothing for ages, and then two or three come along at once! "Blimey!" says MATT BIELBY.

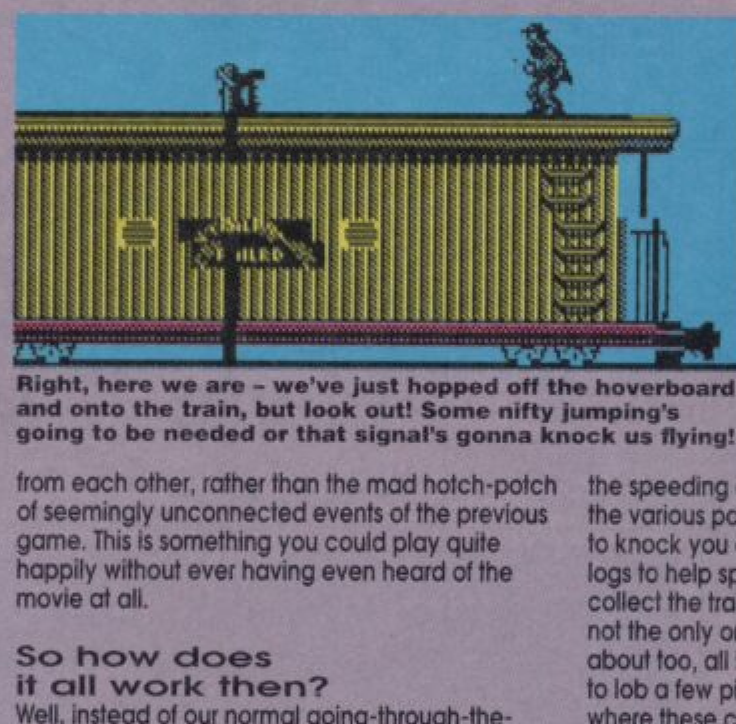
Hmm. *Back To The Future Part II*, eh? It was, um, sort of 'alright' really, wasn't it? One of those massive multiload film conversion jobbies, it had its moments (smooth scrolling, some nifty little puzzle games) but there weren't nearly enough to stop the super-complicated time travel plot scuppering the whole thing. Not an awful game by any means, but a bit repetitive really, and with hindsight probably not worth the 79° we gave it.

So where does that leave us? Well, with the imminent (well, imminent-ish – it should be around Easter) release of *Back To The Future Part III* for one thing, which looks like it'll be a totally different kettle of fish. Many people thought the third (and last) film a return to form for the series, and it looks like it'll be the same story on the Speccy.

Back To The Future Part III – it doesn't have all the complicated time travel stuff of the last game

Indeedy not. While *Part II* saw you whizzing around in your flying car from present to past, to future and back again (about twice), *Part III* is set exclusively in the Wild West, where Marty has returned to try and rescue his pal Doc (who's stuck there). This means the game actually makes some sort of sense – it's a series of individual Western-flavoured sub-games which follow on from each other, rather than the mad hotch-potch of seemingly unconnected events of the previous game. This is something you could play quite happily without ever having even heard of the movie at all.





Right, here we are – we've just hopped off the hoverboard and onto the train, but look out! Some nifty jumping's going to be needed or that signal's gonna knock us flying!

So how does it all work then?

Well, instead of our normal going-through-the-game-stage-by-stage sort of approach I think we'll twist things around this time and come at it from behind, starting with the last level and working our way towards the front. Why? Well, just to be different I guess, and because it seems sort of suitable (this being a time travel sort of game and everything) and (perhaps most importantly) because that's the way the programmers have worked on it. At the time of writing, Level Four (the end of the game) is almost finished, with Level One (the beginning) hardly started. Anyway, this is how it goes...

Level Four

The train to Kansas City (or wherever)

As you might expect, this is based on the rootin', tootin', all-action finale to the film, as Marty McFly and the Doc try to boost the stranded, fuel-less DeLorean sports car-cum-time machine up to the magic 88 mph needed to whisk them forward in time. The only problem is, nothing could go that fast back in the nineteenth century – nothing, that is, except for perhaps a runaway loco, zooming downhill and boosted by the Doc's new, improved train-fuel.

So there we have it – the DeLorean (equipped with train wheels instead of normal tyres) attached to the cow catcher on the front of the choo-choo, and Marty (ie you) zooming up to the back of the train on a futuristic hover-board and then making his way along. That's the game really – running across the tops of the speeding carriages, jumping or ducking over the various passing poles and birds that threaten to knock you off, and collecting the Doc's super-logs to help speed things up. For every log you collect the train goes faster, but watch out! You're not the only one aboard – oodles of baddies are about too, all keen to knock you off. Quick! Time to lob a few pie plates! (Don't worry, I'll explain where these come from in a bit.)

There aren't many train sequences on the Speccy, so it's nice to see one here – especially since it looks as if it'll be a bit of a goodie. The scrolling is smooth, it all moves quite fast, and there are some neat visual effects to enjoy too (like the ever-faster train wheels whizzing around).



A-ha! It's the shooting gallery section, and jolly colourful it is too. Check out all the little jokes hidden away in it, like (Oops! I'm out of space!)...

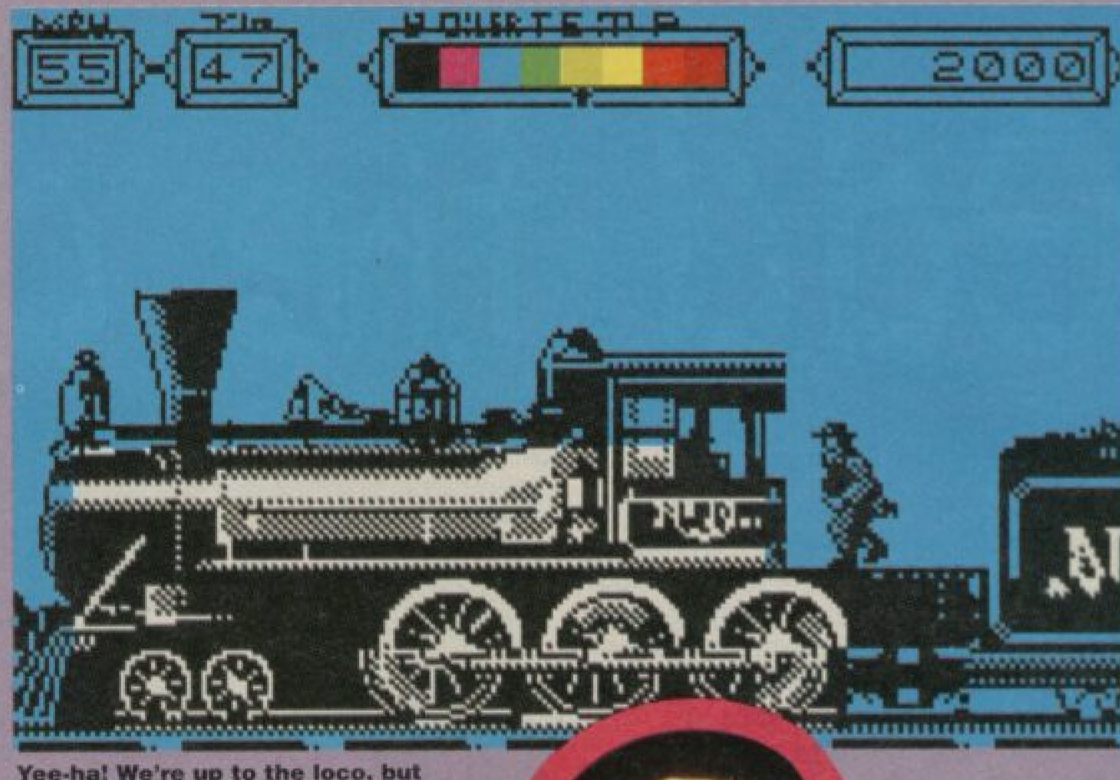
Anyway, reach the DoLorean before a) the train breaks 88mph and it zooms to the future and b) you get to the end of the track and crash into the ravine at the end and – hurrah! – you've finished the game.

Level Three

The 3D Pie Plate Shoot-Out!

Blimey! It's, erm, well, a 3D pie plate shoot-out thingie (and loadsa fun it is too)! There's you (as Marty), standing at the bottom left of a city square, conveniently close to a serving table where – hurrah! – stacks and stacks of clean pie plates are lined up. But oh no! What's this? There seem to be hundreds of baddies holed up in the buildings opposite, occasionally showing their faces at windows, and taking pot-shots at our Marty! There's only one thing to do – drive them off with a barrage of plates, thrown frisbee-style as they appear. Another variation on the *Op Wolf* theme, I guess, but a novel, amusing and suitably non-violent one.

A simple level then, but bags of fun.



Yee-ha! We're up to the loco, but we're only doing 55mph (see top left) so it's no back to the future for us!

Level Two

Fairground Attractions

Hurrah! It's a shooting gallery sequence (no game is complete without one!). The unusual thing about this though is that it really is a shooting gallery (with little metal ducks, targets and so on), not an *Operation Wolf* thing at all. You play Marty again, demonstrating your prowess with a six-gun to assorted baddies at a Wild West carnival. There's all the stuff you'd expect in here – oodles of swimming ducks, flying geese, pop-up cowboys and the like. It's all very colourful, and packed with neat touches – try aiming not at the targets (which are mounted on the back of a horse-drawn wagon) but at parts of the wagon itself or at the modern-day commando cut-out that sproings up at one point! There's a very neat joke somewhere in here as well, but I won't spoil it by describing how it works (much as I'd like to).



Pie-plate-throwing antics in the third level. Eat damn fine cherry pie plate, cow-poke!



Level One

The Horse Chase

And so at last we get to the beginning of the game (though it's the bit they're programming last, presumably because horses are pretty hard to get right and they've been putting them off). You play the Doc, trapped back in the Wild West, making the best of life and out for a country ride when – oh no! – there goes the girlie you fancy in a sort of horse-drawn buggy thing, and it's badly out of control! Quick – it's chase after her time!

Weirdly, this level starts off scrolling horizontally, switches in the middle to a sort of *Ikari Warriors* vertical scroller, then wobbles back to the horizontal stuff again at the end. At the beginning it's simply a case of catching up (but without falling down the various narrow ravines that litter the place), but once things switch to vertical scrolling saving your own life suddenly seems much more important. There are loads of cowboys taking pot-shots at you, you see, so some pretty nifty shooting is called for. (Interesting how Amblin, Spielberg's company that made the films, was very keen on Marty appearing in a non-violent light – hence the pie plates – while the Doc is allowed to blast merrily away with six guns. Well, I thought it was interesting anyway.).

But where were we? Well, about to reach the end of the canyon, where it flips back to horizontal scrolling, and it's back to catching up with the buggy (remember that?) and rescuing Clara (that's the girlie's name) from toppling over the edge of the cliff. Get her and a still pic of the buggy plummeting to its doom appears. Fail and (oh no!) it's Clara who's about to be smashed to matchwood. Eek!

And there you have it! That's the game, really – bags of fun, all very Wild West-y, and pretty varied, it has to be said. Look out for a full review in the magazine and a playable level on the Four Pack next month – I'm looking forward to it, and you should be too!

BACK TO PROBE (PART III)

Yes, I know. Annoying how just about every big Speccy game we do a Megapreview on these days seems to have been put together by those boys in Croydon, isn't it? *Golden Axe*, *Turtles*, now this and *Viz* and *Super Monaco GP*. Still, what can we do? (We'll have to pop down and have a quick chatt-ette with them, I suppose.)

Jo Boner (who, despite his girlie name is actually a boy) has been sort of in charge of development on this. So, Jo, who did you get to program it? (And please try and keep it short – I know how you like to rattle on.)

Well, we managed to talk Keith Burkhill into doing the code – he's been working on Exterminator *for Audiogenic recently, and a while before that did Activision's* Galaxy Force. *Nick Cook – of* Galaxy Force *and the new* Super Monaco GP *(for Virgin) fame – was the graphics guy. You don't really want to know anything else about these guys, do you?*

Erm, no not really. (Though I'm sure they're jolly super blokes.) Well, that's it really, I guess.

Not quite. You promised you'd get me one of those 'Your Sinclair – It's Crap!' T-shirts. Where is it?'

(Oh bloody hell, I did as well. How can I get out of this?) It's, erm, I've left it in my bag – I'll just go and get it now, shall I? (And with that I scarpered.)



FAX BOX

Game .... *Back To The Future Part III*
Publisher .... Image Works
Programmers ..... Keith Burkhill (code) and Nick Cook (graphics) at Probe
Price .... to be confirmed
Release Date .... Easter 1990

edd the duck

Impulze/£9.99 cass/£14.99 disk



Linda Edd the Duck is cool, and it's a fact. Quite why he's so cool is a bit of a mystery though. I mean, it's not as if he ever really does anything (just looks at the camera between the programmes on kid's TV and quacks really). And there's no real precedent for white ducks with green mohicans becoming media stars either – but cool he somehow is. It's something Orville could never quite manage, but then he was burdened with Keith Harris (so doomed from the start really).

But anyway, my little cherry pies, it's not Edd the TV star we're interested in here, but *Edd* the computer game. So what's it like? Well, as you've probably already guessed from the screenshots, it's very, very similar to *Rainbow Islands* (almost identical in fact). That means that yes, it's a cutie, and yes, it's really rather incredibly playable, but no, it doesn't score any marks at all in the originality stakes. Just my cup of tea, as they say (or it would be if it wasn't such a blatant copy).

So how does it all work? Well, for the few of you who never played *Rainbow Islands* it's a vertical scroller. You, as Edd (who can't fly by the way) have to make your way up screen, platform by platform, collecting stars and avoiding nasties. There are 20 stars per level and you get ten points for each one – the aim of the game is to get them without being thrown back to earth by the baddies or falling off and drowing in the flood of water at the bottom (despite being a duck, Edd can't seem to swim either). You're not allowed to proceed to the next level until you collect all 20 stars.

And that's it really. Let's have a go shall we? Right, on the first level we're in the BBC weather department, where it's summer (hurrah!). The background is bright blue, the sun has got his shades on and the platforms are little bits of sandy beach with buckets and spades scattered about. Edd comes equipped with a snowball shooter-type weapon (knocked up in the special effects department) which will temporarily freeze particularly bothersome baddies (no bloody death sequences here). But bump into an unfrozen object and little Edd tumbles to earth, turning somersaults as he goes (exactly like Bub and Bob in *Rainbow Islands*).

Ah, yes, the baddies. These are suitably cutsie, including teddy bears, umbrellas, wide-eyed pouting fish, busy bees and the giant, disembodied hand of Wilson the Butler, Edd's nemesis at the Beeb. There are quite a lot of them too, and pretty tricky to dodge. About half-way in things suddenly make a change for the worse though – the sand seems to disappear and pretty soon it's winter (oh no!). Don't worry though, this is actually the best bit – packed with snowmen and Christmas trees, icicles, the chill west wind and (a touch of the surreal here) more ogling fish. Very pretty, and rather seasonal, don't you think?

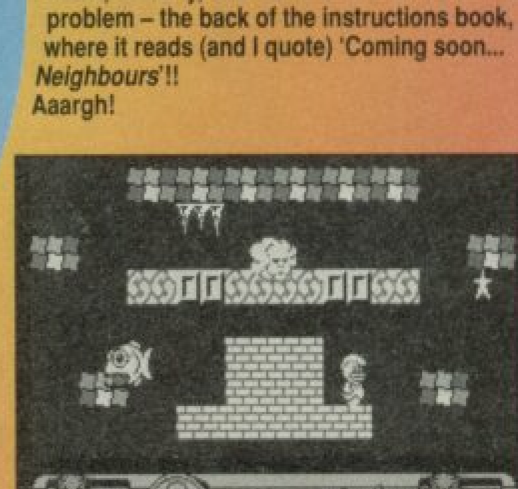




Brrrr. It's the snowy bit – no wonder Edd's looking a bit fed up. (The sun should have taken his shades off by now though, eh?)

From the weather department you move on up to the Special Effects bit of the BBC, and the second level. More fish and some funny little flies to freeze, plus the Arglefrogs (strange beings from the Alpha Centauri star system) for some obscure reason. Oh no, I've just realised – it's not that obscure at all (this is the department where they do all those wobbly *Doctor Who* spaceship shots after all). Now you're just a step away from the big time – Children's BBC and absolute Super-Stardom. And there we have it really. Simple, and not particularly long, but I really enjoyed *Edd The Duck*. The colours are bright, the graphics are excellent (I lurve those feesh) and it's fun, fun, fun all the way to the top. Once you've mastered Edd's half flying/half jumping technique (he can be a little unsteady on his wings, poor chap) you can start working out the best way around the platforms and how to pick up the more difficult stars. Because yes, despite the fact that it's obviously aimed at the younger Spec-chum, Edd is actually rather hard. It may be a copy of *Rainbow Islands* but it's a blimmin' good one (not quite as good as the original, but very snazzy nonetheless). I just wish it'd been a bit longer, and a bit more it's own game, but that said it's a nice little thing, and made me come over all happy and warm inside when I played it. Oh, actually, there is this one other problem – the back of the instructions book, where it reads (and I quote) 'Coming soon... *Neighbours*'!!

Aaargh!



Awfully colourful isn't it, but oh no! What's that in the middle there? Surely our ex-PM hasn't got a new job already?



There's Edd on the left, but he's not looking very happy, is he? Maybe he's scared of that horrible big hand, or p'raps it's because his green hair's gone red. (Who knows?)

finalverdict

80 / 60 / 40 / 20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
73°	88°	82°

DIAGNOSIS

Neat and colourful *Rainbow Islands* clone with a cutsie BBC puppet. Fun, but not all that original.

INSTANT APPEAL 86°

83°



■ For sale, Spectrum +2A and gun, joysticks, interface, £350 of games. Will sell the lot for £290. Also got a CBM 64 with 30 games incl *3D Int Tennis, Kick Off II.* Sell for £80. **Write to J Williamson, 89B George Lane, Lewisham, London SE13 6HN.**

■ Spectrum 128K +2 joystick, Kempston interface, over 70 games including *Batman, Robocop, Turbo OutRun.* Swop for an Amiga or ST, preferably with some games and joystick. PS I have got a Tiptionary. **Ring 0772 725936.**

■ Spectrum +3 for sale, two joysticks, Multiface 3, tape recorder, loads of games including *Untouchables, Operation Thunderbolt, Myth, Robocop.* Sell for £190 ono. **Ring Rob on 0937 63203.**

■ Spectrum +2 for sale. Very good condition, £650 worth of games, joystick and printer. £300 ono. **Phone Nick on 0905 24376 after 5pm.**

■ Spectrum +3, printer and paper, mouse, £200 of magazines, 16 disks and over 40 disk games, over 1,000 other games. Worth £1,000, sell for £250 ono. Won't split. (Includes joystick leads.) **Phone Dave on Shrewsbury 0743 65184.**

■ Sexy Spectrum +3 for sale with Multiface, disks, joystick, cassette lead, £100+ of games including *Untouchables, Op Thunder.* Offers around £200. **Please write to R Dennis, 'Fairlea', Coley Lane, Little Haywood, Stafford ST18 0XB.**

■ For sale, Spectrum +2, good condition, £150+ games, Genius mouse, Interface and joystick. Worth over £350. **Sell for £170. Tel 0902 745989.**

■ Spectrum +3 (hardly used), two joysticks, games magazines – selling the lot for £100. **Phone 0432 353853.**

■ Disk drive with interface back-up system – copy any game onto disk. Worth £100, sell for £75. Only six months old, boxed. **Contact Ian McArthur, 8 Royston Terrace, Edinburgh EH3 5QS.**

■ 48K Spectrum, over 200 games and joystick, magazines. Also games like *Robocop, Chase HQ, X-Out, Shinobi, Crackdown* and many more. Sell for just £59. **Tel 081 567 3420**

■ Spectrum +2, few months old, boxed, manuals, joystick, loadsa mags (viva *YS*) and games (eg *100% Dynamite* and *Taito Coin-Ops*). Sell for £275 ono. **Phone Anthony on 0992 761891 after 6.30pm.**

■ Speccy +3 disk drive, tape recorder, 150+ games (disk and tapes), interfaces with mouse, two art packages, two joysticks, over 50 magazines. (Speccy under guarantee.) £275. **Phone 081 546 0473 after 6pm.**

■ Spectrum 128K +2, good condition, over £400 worth of software including many full price games. £150 or offers. **Tel Peterborough 0733 76825.**

■ For sale – Spectrum +2 with joystick and over £600 of software. Also Multiface 128 and mags (if wanted). Will sell for £275. **Phone 081 954 9815 5pm-8pm and ask for William or write to 18 Tennison Avenue, Borehamwood, Herts WD6 2BE.**

■ Boxed Speccy +2 for sale, also 27 recent hits (including *X-Out, The Biz, Robot Monsters, Italy 1990* and *Rainbow Islands*). Worth £400+, sell £200. **Phone 081 652 5538 evenings and ask for Mike.**

■ Spectrum +2 for sale including multiface, Kempston interface, joystick(s), software and manual. Games titles include *Strider, Indy, Robocop, Lazer Squad,* plus many more. All going for £150 ono. **Phone Jonathan 0908 310704.**

■ Speccy 128K +2 for sale, good condition, plus over £200 of software, Cheetah Mach I, plus joystick, Multiface 128, 20 assorted Sinclair magazines with tapes. Sell for £200 ono. **Contact Simon on 0780 470 758.**

■ Spectrum 128 +2, excellent condition, over 100 original games, mags, two joysticks and a printer. Bargain at £150 (negotiable). **Tel 081 542 4386.**

■ Spectrum +3 for sale, includes games, joystick manual, £100 ono. Multiface 3 and 22 disks of games £30 ono. Magazines and games from 50p. Send sae for list of tapes and disks to **A Cole, 10 Norfolk Road, Gosport, Hants PO12 3AN.**

■ For sale, Sega Master System with two great games, *Hang On* and *Duck Hunt.* Brand new. Originally £150 now only £80. **For more details phone 0788 561735.**

■ Spectrum 128, cassette recorder, all leads, joystick, interface, loads of games and mags/books, good condition, worth over £600, sell for £350 ono. **Ring 07683 51661 between 6pm and 7pm (Cumbria).**

■ Spectrum +2 (still boxed), £320 worth of original software, including *Rainbow Islands, Shadow Warriors,* many other great games plus mags worth £80. Everything for £250 – bargain or what? **Phone Simon on 0709 864601.**

■ Spectrum +3 with disk drive, excellent condition, tape-leads, over 30 games on disk incl *Batman* and *Robocop,* all boxed. Worth £550. Sell for £180. Also Commodore 64 and over 30 games – £70. **Phone 0625 529650 (Manchester).**

■ BBC model B with 30 games, data recorder, joystick and leads. All in perfect working order for quick sale only £75 (bargain). **Phone Nick on 0380 850 523 after 6pm.**

■ Genius mouse for sale, two months old, includes OCP Art Studio, Interface Mat. Also lightpen and software worth £75+. Sell for £35. 50+ games also for sale (separate). **Phone 0553 671268.**

■ Spectrum +2A with gun and game etc (one year old). Good nick, £100 ono, only one owner. **Tel Lisa 0959 63948 after 2.30pm.**

■ Disciple disk interface, plus multi-purpose interface. Never used, still boxed and with receipt. Cost £83 new, will sell for £45 ono. **Tel 0925 822976 after 5 and ask for Matt.**

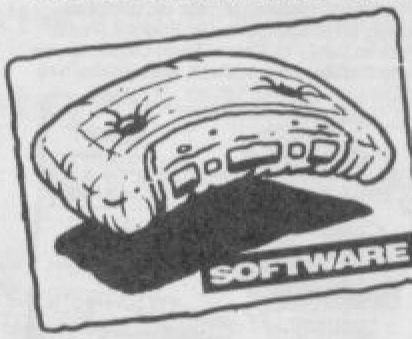
■ Spectrum 128 +2 power pack, Kempston Interface, microdrive, interface 1, 11 cartridges, lightgun,' loads of games £200. **Phone Glasgow 041 956 2506.**

■ ZX +2 Spectrum with Brother printer and black and white TV monitor, lots of software. As new, with original box. Sell the lot for £130. **Tel 081 546 8519.**

■ Spectrum +2, boxed with lightgun, the six original lightgun games, two joysticks and over £400 of other games. Vgc, incl 65 recent releases. Worth over £650, bit I'll go for £300! **Write to J Jacobs, 6 Sackville Close, Harrow-on-the-Hill, Middlesex HA2 0NJ.**



Lots of mega-bargains, lots of telephone numbers, lots of really, really nice people just waiting for your call. (Sort of beats the socks off the New Year sales a bit, doesn't it?)



■ Spectrum games for 48K and +2 – all originals, 40 games for £40. 20 games, £20. Send your name and address and telephone number to **W Steele, 18 Morgan Street, Larkhall, Lanarkshire ML9 1AU.**

■ Your *Fighter Bomber* and *Carrier Command* for my *Shadow Warriors, Ghouls 'n' Ghosts, R-Type,* or *Captain Blood* (two for one). **Write to G Macraw, 4 Kantersted Court, Lerwick, Shetland, Scotland. Tel Lerwick 6006.**

■ I will give you *Hard Drivin'* for *Stunt Car Racer.* **Phone Mark on 0981 250189 after 6pm.**

■ I will swop *Sir Fred* and *Crazy Cars II* for your *Emlyn Hughes International Football.* **Please write to Joao Neves, Rua Eca De Quieros, 95 Vedemilno, 3800 Aveiro, Portugal.**

■ Spectrum software for sale, hundreds of titles including *Op Wolf, Afterburner* and *Robocop.* Prices start at 50p. **Phone 0630 3429.**

■ Software sale, all must go. Games from 1982 to 1990 prices! From 10p to £3!! Loadsa full-priced games incl *Chase HQ, Rainbow Islands, NZ Story, Ninja Warriors, SWBoy, Op Wolf, X-Out, Driller, R-Type, Strider, Mr Heli, Forgotten Worlds* and billions more. Send sae for list. **Jane Burman, 8 Willow Court, Hutton Cranswick, E Yorks.**

■ I will swop *Hard Drivin'* for *Operation Thunderbolt.* **Call Matthew on Huddersfield 0484 510188 after 5pm weekdays.**

■ *RMS-3* – the programme for receiving RTTY, morse, SSTN, with instruction book. For the short wave listener. Hardly been used. £15, post paid. **Tel 0704 892088 and ask for Mike.**

■ Loads of Spectrum games, utilities and hardware for sale. Going cheap! **Write to A Murdoch, 88 Woodland Road, Woodchurch, Birkenhead, Merseyside L49 8HW or phone 051 678 7501 for lists.**

■ *Man Utd, Chase HQ, Rick Dangerous, Rainbow Islands, Untouchables, Adidas Football, World Cup 1990,* plus loads more full price and many budget. Prices range from 50p – £3. Send for lists. **DA Wood, 42 St Hughs Avenue, Cleethorpes DN35 8EB.**

■ I will swop *Brimaded Horse Predictor* (two tapes 48K). I need *Poolsmaster* or other good gambling tapes. **Send progs to M Flanagan, 2 Angel Meadows, Odiham, Hants RG25 1AR.**

■ Recent games to swop. Please send sae for list. **Mike McMahon, 37 Herschell Road, Leigh-On-Sea, Essex.**

■ Games for sale from 25p to £5. All originals, send sae and I'll send you my list. **Stephen Stewart, 185 Burnbrae St, Balornock, Glasgow G21 4LB.**

■ Games for sale including *Operation Thunderbolt, Myth, Chase HQ,* all only £3 each. Of course we've got budgets too at £1 each. **Send sae to Freddy Jones, 70 Leslie Road, Forest Fields, Nottingham NG7 3PR.**

■ Swop my *Super Trux* and *Yogi's Great Escape* for any two of *Hard Drivin'* or *Robocop* or *Altered Beast* (Spectrum 48K). **Richard Elson, Derrineanio, Renanirree, Macroom, Co Cork.**

■ For sale, *Silver Soft Linkword Spanish* for Spectrum 48K. Going for £3. **Phone 0425 276586 after 5pm.**

■ I have £540 of computing games for sale including *Ninja SP, Double DZ, Ghostbusters II.* All this for £300! (Might split.) Also books and mags for sale. **Phone me on 652674 after 4pm.**

■ I'm trying to get rid of my *Black Tiger* for a good one of your full price games like *Power Drift* or a good Cheetah 125+ joystick. **Write to Cal Williams, 16 Mountain Way, Nelson, Treharris, Mid-Glam CF46 6NY.**

■ I will swop *Toobin'* for one of *Rainbow Islands, Adidas Championship, Tie-Break, Supreme Challenge Soccer Spectacular* or similar games (or I will sell). **Phone Martyn on 0772 685530 after 4pm**

■ Wanted – *Chase HQ, Hard Drivin'* and *Cabal.* Will swop for *Giants, Magnificent 8* and *Supertrux,* offers welcome. Originals only. **Phone 092572 3896 or write to Paul James, 13 Holly Road, Penketh, Warrington, Cheshire WAS 2AG.**

■ Offer of *Kick Off I* and *II* (128K), *Double Dragon, Untouchables, Thunderblade.* Wanted – *Subbuteo, Castle Master, Fighter Bomber, Cabal, Midnight Resistance.* One for one. **Write to Stephen Sims, 129 Wardown Crescent, Luton, Beds.**

■ Has anybody out there got a copy of *Dambusters* for the 48K? **Ring 0282 76187 and ask for Paul.**

■ Wanted urgently – *Gauntlet* for Speccy, will pay good price. **Tel Alex on 0749 343069.**

■ Wanted – *Sly Spy, Monty Python.* I've got *Adidas Footy, Turrican* and tons more. **Send lists to Ade, 103 Flat C, Hamilton Street, Grimsby , South Humberside DN32 7QZ, or telephone 0472 251220.**

■ *R-Type* original wanted. Swop for any one of *Dragon Ninja, Renegade 3, Licence To Kill, Vindicators, Trantor.* Also have over 1,000 games to swop, latest titles. **Write to Simon Lennox, 53 Main Street, Castle Dawsen, Co Londonderry, N Ireland.**

■ Anyone out there want to swop my *NZ Story, Power Drift, Sim City, Ghouls 'n' Ghosts,* all with instructions, for their *Chase HQ, Fighter Bomber, Robocop* and *Op Thunderbolt*? **If so ring 0235 832563 and ask for Charles.**

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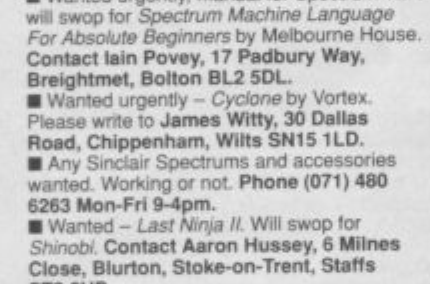
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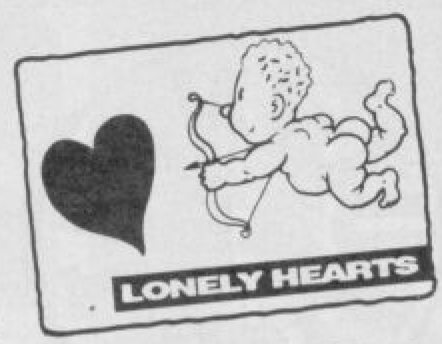




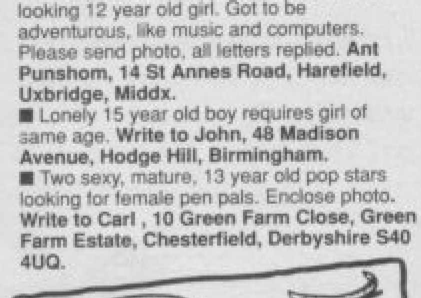
■ Wanted! Any people with a Spectrum who have any strategy games. **Please send your list to M Blackett, 33 Parkfield Way, Stockton-On-Tees, Cleveland TS18 3SU. All letters answered.**
■ Hi! I need POKEs, cheats and maps. **Ring or send to Ian, 21 Birks Wood Drive, Oughtibridge, Sheffield S30 3HY or tel 0742 862994.**
■ All Spectrum adventure games bought! None refused! **Gordon Inglis, 11 West Mayfield, Edinburgh EH9 1TF.**
■ *Your Spectrum* back issues 5-21 (also doubles of issues 8-20), *Your Sinclair* issues 1-14. **Offers to Chris Hall, 51 Clevely Park, Belfast, N Ireland BT8 4NB.**
■ Wanted urgently, manual for Spectrum +2. I will swop for *Spectrum Machine Language For Absolute Beginners* by Melbourne House. **Contact Iain Povey, 17 Padbury Way, Breightmet, Bolton BL2 5DL.**
■ Wanted urgently – *Cyclone* by Vortex. Please write to **James Witty, 30 Dallas Road, Chippenham, Wilts SN15 1LD.**
■ Any Sinclair Spectrums and accessories wanted. Working or not. **Phone (071) 480 6263 Mon-Fri 9-4pm.**
■ Wanted – *Last Ninja II*. Will swop for *Shinobi*. **Contact Aaron Hussey, 6 Milnes Close, Blurton, Stoke-on-Trent, Staffs ST3 2HB.**



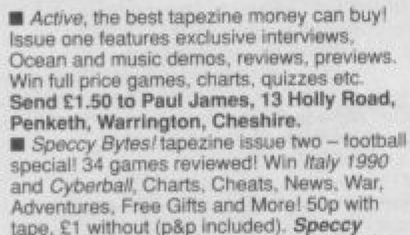
■ Do you use Laser Basic, GAC or White Lightning? You do? Well, I would like to hear from you then to swop ideas and games. Reply gurаranteed. **David Maddison, 13 Blenheim Close, Looth, Lincs.**
■ Hi! I am 11 and short and looking for a pen pal. Anyone between 11 and 12 will do. I have lots of old and new games. **Robert Skelf, 34 Manor Close, Bradford Abbas, Sherborne, Dorset DT9 6RN.**
■ Twelve year old boy looking for a pen pal age 10 – 13. Male or female to swop games, cheats and POKEs. Any nationality. **Neil Dutton, 66 Stewartfield Cres, Broxburn, West Lothian, Scotland EH52 5ER.**
■ Hi! My name is George, I am 15 years old and want a pen pal of any age, male or female, who is mad about Kylie Minogue. If interested, **write to George Bulicek, Stepankowa 31, Praha 5, Czechoslovakia. Write and please enclose a photo if poss.**
■ Hi! I am looking for an 11-13 year old boy to write to. I am an 11 year old boy and like cars and planes. I also own a +2. Please send photo. All letters answered. **Andrew Dick, 19 Stanwick Drive, Cheltenham, Glos GL51 9LG.**



■ Very attractive latino boy from Spain seeks female aged 19-21. I'm 21, please send photo to **Ximo Castello, Avd/Doctor Waksmau 17, 46006, Valencia, Spain.**
■ Lonely 12 year old male looking for good looking 12 year old girl. Got to be adventurous, like music and computers. Please send photo, all letters replied. **Ant Punshom, 14 St Annes Road, Harefield, Uxbridge, Middx.**
■ Lonely 15 year old boy requires girl of same age. **Write to John, 48 Madison Avenue, Hodge Hill, Birmingham.**
■ Two sexy, mature, 13 year old pop stars looking for female pen pals. Enclose photo. **Write to Carl , 10 Green Farm Close, Green Farm Estate, Chesterfield, Derbyshire S40 4UQ.**



■ *Active*, the best tapezine money can buy! Issue one features exclusive interviews, Ocean and music demos, reviews, previews. Win full price games, charts, quizzes etc. **Send £1.50 to Paul James, 13 Holly Road, Penketh, Warrington, Cheshire.**
■ *Speccy Bytes!* tapezine issue two – football special! 34 games reviewed! Win *Italy 1990* and *Cyberball*, Charts, Cheats, News, War, Adventures, Free Gifts and More! 50p with tape, £1 without (p&p included). ***Speccy Bytes!* 19 Argyll Close, Baildon, Shipley, West Yorkshire BD17 6HD.**
■ *Spectronic* fanzine. It's the biz! Comes with free gift! Send tape/disk and 60p to **Simon Briggs, 5 Canon Young Road, Whitnash, Leamington Spa, Warwickshire, CV31 2QU.**



■ *Come On You Reds* is a new 'united' PBM. £150 entry fee and 50p per turn. For details send sae to **Owen, Afallon, Caemryson, Caernarvon, Gwynedd, North Wales.**
■ More players needed for *The Lands Of Femulon* APBM. Plus! Two new APBMs – *Turtles* and *Crazy Space*. **For more info contact Darren Richards, 29 Poynter Wlak, Sholven, Oldham, Lancs OL1 4PA.**
■ A meekie is a person with an extremely large mead, lots of hair, stands like this (just imagine me standing like that) and has a milk moustache (an unshaved white moustache like when a child drinks a glass of milk in one go). **Patric Morgan, 253, Gladstone Road, Barry, South Glamorgan.** *(Actually, I knew that already. Ed)*

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YOUR SINCLAIR BACK ISSUES

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1989

37 JAN Awesome pull-out maps book, and *Movie* for FREE! **Order No YS37**

38 FEB *Alien Evolution* on the front, and a thing about the PC 200. (What's that?) **ONo YS38**

39 MARCH *Army Moves* on the FREE tape, and a 'gripping' *YS* Photo Luuurrve Story. **ONo YS39**

40 APRIL FREE! Groovy stickers and *Survivor* tape. Plus an adventure special. **ONo YS40**

41 MAY *Mantronix/Red Door* FREE! **ONo YS41**

42 JUN *Explorer* for FREE! And a Second-Hand Spectrum Buyers Guide. **ONo YS42**

43 JULY *Zolyx* and *The Gordello Incident* totally FREE! Fun at the zoo too! **ONo YS43**

44 AUG *Batman The Movie* cover, film-fans, and *Skateboard Construction Kit* for FREE! **ONo YS44**

45 SEPT *Dream Warrior* on tape. And is this Magnum Light Phaser any good? **ONo YS45**

46 OCT *Vatman* – it's brill and it's FREE! Plus a joystick update. **ONo YS46**

47 NOV *Flashpoint* and *Power Drift* demo on the fab Smash Tape. **ONo YS47**

48 DEC *Wonderboy, Thing!, Riding The Rapids* and *Heroes Of Karn* packing out two FREE tapes! (Price: £2.50 UK/£3.10 Overseas) **ONo YS48**

1990

49 JAN *N.O.M.A.D.* & *Bulbo* on the tape. Plus another fab *YS* Photo Luuurrve Story. **ONo 49**

50 FEB Fiftieth birthday ish. And there's *Kat Trap* and *A Nightmare On Robinson Street* on't FREE tape! **ONo 50**

51 MARCH *Falcon Patrol 2* and *A Harvesting Moon* – they're fab 'n' FREE! Plus a stonkin' SAM Coupé review. **ONo 51**

52 APRIL FREE *Dizzy* & *Lords Of Chaos* demo! (And probably a little bit more.) **ONo YS52**

53 MAY *Samurai* and a *Scramble Spirits* demo on the tape. Caramba! **ONo YS53**

54 JUNE *Ballbreaker II* and a *Pipe Mania* demo for FREE! Plus the start of *How 2 Hack*! **ONo YS54**

55 JULY Bumper giveaway ish! FREE *Tipshop Tiptionary* booklet, heaped full of hints! PLUS! FREE *Fernandez Must Die* and *YS Capers* games! PLUS!! A fab *Sim City* Megapreview! **ONo YS55**

56 AUG There's *Rebelstar II* and a *Back To The Future II* demo on the free (free! FREE!) tape. Plus *The Complete YS Guide to Shoot-'Em-Ups* and the very first Crap Game Corner – oh no! **ONo YS56**

57 SEPT FREE tape with *Chaos* and *Zythum*! PLUS! *The Complete YS Guide To Puzzle Games* and *Shadow Warriors* Megagamed! **ONo YS57**

58 OCT Our very first FREE Four Pack with *Rebel, Feud, Tau Ceti* and a playable demo of *Ironman*! Plus another *Tipshop Tiptionary* booklet and *Monty Python* and *Time Machine* Megagamed. **ONo YS58**

59 NOV In the Four Pack – four complete games!! *Piggy Tales, Pool, Rugby* and *Empire*!! Plus *Total Recall, Robocop II* and *Strider II* Megapreviewed, and *Ironman* and *Rick II* Megagamed. **ONo YS59**

60 DEC Bursting out of the Four Pack are *Sweevo's World, Krakout* and *Shockway Rider*, plus a playable demo of *Shadow Of The Beast*. Tipshop gets bigger and *Robocop II* gets Megagamed! **ONo YS60**

1991

61 JAN Bumperoony Christmas ish with three FREE games (*Quazatron/Chubby Gristle/Hydrofool*) PLUS two FREE demos (*Gazza II/Red October*)!! Plus *Gazza II* and *NARC* Megapreviewed and *Golden Axe, Lotus* and *Turtles* Megagamed! **ONo YS61**

ISSUE PRICES: UK £1.95 / OVERSEAS £2.60

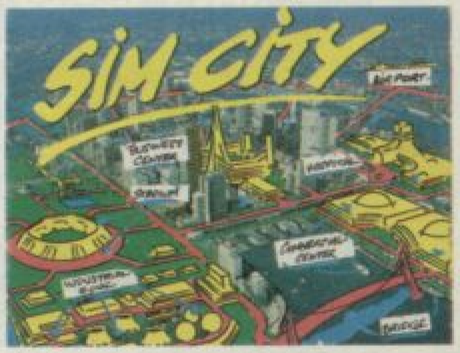
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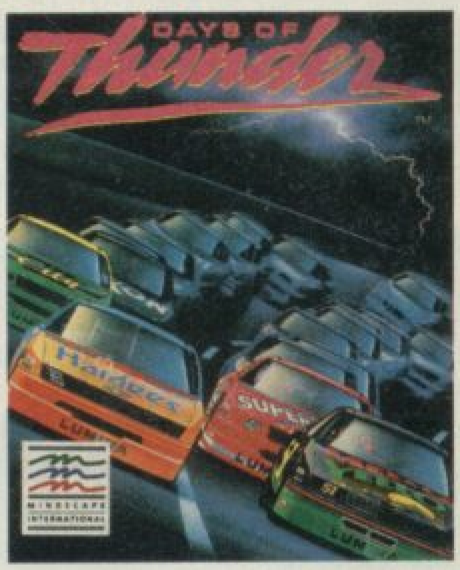
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WA-HEY, MAN! HE'S THE ONLY GOOD THING TO COME OUT OF ITALY AND THIS IS HIS FOOTIE GAME! (AND IT'S PRETTY BLIMMIN' BRILLIANT ACTUALLY.) FROM EMPIRE



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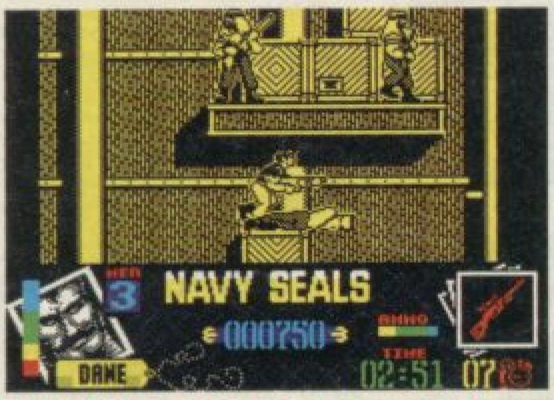
NAVY S

Ocean/£10.99 cass/£15.99 disk



Matt You may not have heard of the film (in fact, you probably haven't – it bombed badly in the States and has yet to be released over here) but *Navy SEALS* is actually quite a spiffing little game.

And not that little either – it comes in two massive missions, each one more or less a complete game in itself. One is a giant, single level walk-around-and-shoot-people affair (not unlike *Renegade* with guns, though there's a certain amount of mapping to be done too) while the other, much more sophisticated, mission comes in lots of little sections, features generous wodges of spot colour, and some of the best animated characters seen in an action game in many a month. In fact it's rather special.

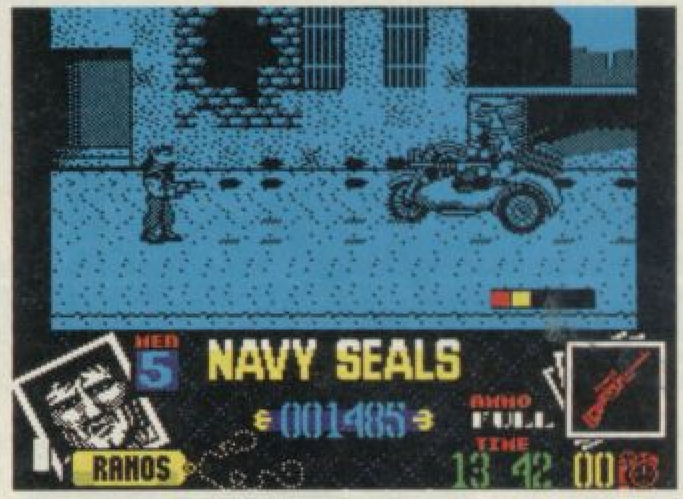


Eek! A bit of a tricky bit here. How do I manage to swing myself up onto that platform without the two blokes clocking me? Problems, problems...

Since you can play the two in any order you like, I'm pretty sure most people would opt for the second mission first off (though the other would be fine to kill a few spare hours with later on).

So anyway, the second mish. In it you play a Navy SEAL (a sort of super-commando type bloke) on a mission to rescue hostages from the centre of Beirut. Gameplay is of the running about, climbing ladders, shooting people school of thought, and since Beirut is the sort of place that's absolutely packed with terrorists taking pot-shots at each other an awful lot of running around shooting people is going to have to be done.

The whole thing is broken up into five eight-way scrolling sub-levels (starting at the harbour, and working through a radio tower, into the enemy barracks and finally to the rescue and escape) – all fairly short but colourful and varied nevertheless. On each level you have to a) survive to the end (obvious really) and b) find and blow up a number of stolen Stinger ground-to-air missiles which are lying around the place. The whole thing is sort of loosely based on the plot of the film, though unlike *Robocop*, *Batman* et al it doesn't take particular action sequences and animate them, it just sort of echoes the whole thing in one go.



Part of the wandering-around-the-streets-of-Beirut-shooting-things half of the game. It goes on a bit, but it's quite well done – it's just that it pales next to the other, much more impressive section.



All well and good (but fairly normal) so far – so what makes it so snazzy? Well, it's pure attention to detail really – it's obvious that a lot of thought and effort has gone into just about every aspect of it. You can tell how pretty it is from the screenshots (nice big sprites, and oodles of spot colour) – what you can't see is the movement, which is really exceptional. Our hero can walk or jump, crawl, climb ladders or swing arm-over-arm along the ceiling. He can even twissle himself up onto the floor above with a sort of gymnastic flourish. It's a great effect and very easy to control – but it doesn't end there. They've thought it through further,

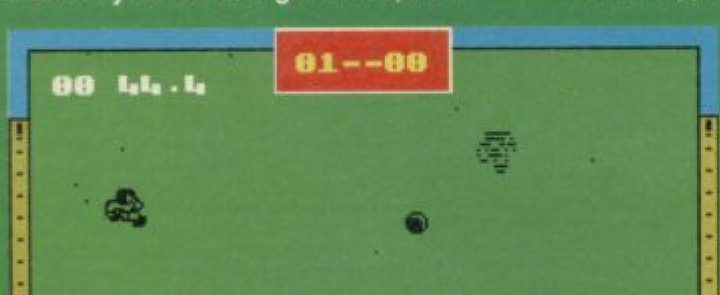


GAZZ

Empire/£10.99 cass £14.99 disk



Andy It seems we're in a bit of a grump here in the *YS* Shed this month. Matt's been getting all peeved with the rather suspect plot of *NARC* (see page 25), and now it's my turn with Empire's *Gazza II*. Talk about starting the new year off on a good foot, eh?



Here you can see how the opposition (in this case, pesky Albania) are shown in sort of 'brushstroke' and 'poltergeistian' 'tones'. All rather spooky, I'm sure you'll agree, but it works well and adds to the overall pace.

Actually, it's not the game itself that's annoyed me (that's really rather good), it's more the packaging you buy it in. You see, very basically there are two versions of *Gazza II* – one for the Speccy and Amstrad (a straightforward soccer sim) and another for the posher jobs (our game plus some management stuff). Nothing to get too flustered about there (we're used to this kind of thing) but still a pretty big difference, wouldn't you say? So imagine my amazement when I got my review copy and read on the box that it included the following features – 'The 40 Top Teams in Europe! Each Player with unique Characteristics! Full Match Statistics! Injuries and Bookings!' (and much, much more).

It's all total crap! Obviously the packaging across all formats has pretty much the same information on and they haven't bothered to change it for the Spec. Which means, sure as eggs is eggs, there are going to be people popping into their local John Menzies and buying this game on the strength of its back-cover blurb. Outrageous!

Now, I do have to mention that printed in tichty little lettering down one side it says "features may vary depending on format", and no doubt Empire would let themselves off the hook by



And here you can see the overall pitch scanner jobbie. Ideal for long balls (if you'll excuse the expression) and even for playing whole games (if that's your bent).

pointing to this. But even that's a bit of a fib. It's not that they "may vary" at all – it's that they "blimmin' well no-question-about-it absolutely *do* vary, matey"! Nope, it's all extremely misleading and a bit of a Del-Boy con so far as I can see. (Lumme, I sound like that mad woman on *Watchdog*, dont I?)

But anyway, enough of that, just thought I'd let you know – what about the actual game itself? Well, for all my grumbling, I must admit that this is the kind of footie sim we've been waiting for on the Spec for quite some time. Yes, Spec-chums, after a year of World Cup rip-offs, here, finally, is a fast (fast! Fast!) game to really put us through our paces.

SEALS

so a SEAL can't hang around from his arms forever – he gets tired after a while and just has to drop down to the floor.

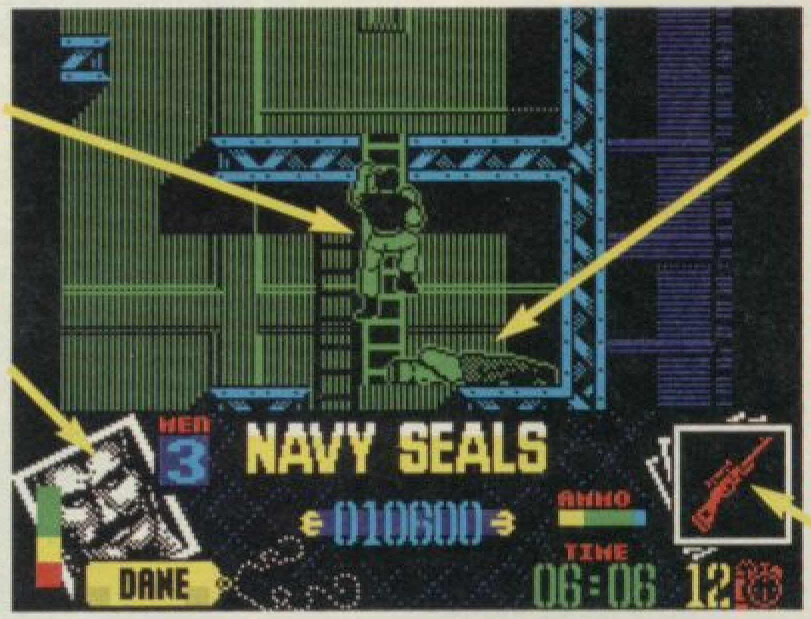
He's not the only nifty character either – the baddies ('towelheads' according to the film) are good too, only spotting you and firing after you've entered their line of sight and (best of all) just keeling over and dying once they're shot, rather than disappearing (as in most games). The computer remembers where they are too, so if you find yourself retracing your steps at any point you're soon wading knee-deep through a bunch of dead bodies. All clever stuff, and rarely (if ever) seen in a game before.



Oh dear – I've just realised. I've been going on about that half of the game so much there's hardly any room for the other load. Not that it matters too much I guess, 'cos this bit is far more ordinary – originally designed when *SEALS* was going to be a 48K game (as opposed to 128K only which all new Ocean stuff seems to be). Based fairly closely on a real street plan of Beirut, it's a run-around-shooting-things sort of game – monochrome, packed with baddies (there doesn't seem to be an innocent civilian on the streets anymore), fun to play, but nothing out of the ordinary at all. There are some big baddies (like jeeps and motorbikes), bullets the size of pancakes (which actually cast shadows as they fly!) and, erm, lots of violence. And that's about it – out of space. Just time for a quick summing-up paragraph.

I enjoyed *Navy SEALS* a lot, though how well it'll do probably depends a bit on the success (or lack of it) of the film. Half of it is very, very good indeed, and the other half isn't too bad (though a lot more boring). Yep, I liked it loads. (Why not give give it a try?)





Here you are and (cripes!) it looks like you can do yet another move – climb (albeit painfully slowly) up ladders!

This is the man you're currently playing – you get a different one for each life (and very ugly they all are too).

One of many (many) dead baddies. They all just lie there once shot – a neat touch, meaning that if you retrace your steps you find yourself wading through corpses.

Your current gun (a sort of rifle thing).

finalverdict

80 60 40 20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
82°	80°	83°

DIAGNOSIS

Half unspectacular runaround, half snazzy multilevel shoot-'em-up. Rather excellent really.

INSTANT APPEAL 88°

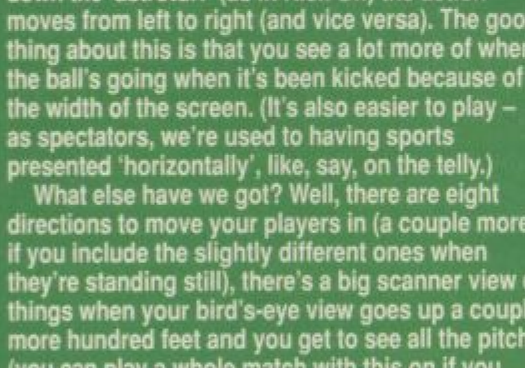
86°

ZA II



It's an overhead-view two-player jobbie of course, but instead of scootling the ball up and down the 'astroturf' (as in *Kick Off*) the action moves from left to right (and vice versa). The good thing about this is that you see a lot more of where the ball's going when it's been kicked because of the width of the screen. (It's also easier to play – as spectators, we're used to having sports presented 'horizontally', like, say, on the telly.)

What else have we got? Well, there are eight directions to move your players in (a couple more if you include the slightly different ones when they're standing still), there's a big scanner view of things when your bird's-eye view goes up a couple more hundred feet and you get to see all the pitch (you can play a whole match with this on if you want to), and you can change the length of your games any time you like.



What?!? We've lost against Albania!? You can*not* be serious!

None of which would be all that exciting if there wasn't a humdinger of a playable game lurking underneath. And that brings us back to the speed. I reckon it's safe to say *Gazza II* has about as much pace as *Kick Off II* did on the 16-bits – and you know how stomping that was! "But how did the programmers manage it?" you cry. A-ha!

Basically, by producing a monochrome (green for a change) game with extremely simple graphics. For example, there's no point having lots of spanky-coloured team tops if they're going to gobble up lots of K, is it? The result? One team dressed in black, the other in a sort of half-tone that makes them look like ghosts. (Yes, I know it sounds crap but once you start playing it works a treat.) There are no refs either which makes for more continuous play (and juicy fouls!). Heck, they've even gone so far as to exclude any digitised piccies and witty 'quotes' from the Geordie New Man himself! (Thank heaven for small mercies.)

What else? Well, the scrolling's smooth as a baby's bottom, darting off at all eight points of the compass, everything's crispy clear to look at and the ball sticks to your feet quite elegantly once you've gained possession.

But I do have one big complaint. (No, I'm sorry, I do – I know I'm being a kill-joy here but it really is for your own good.) It's the one-player option. There's just no real challenge to it. You're given a list of nine international teams to play against whose technique and ability obviously vary from 'ever so slightly amateurish' to 'top of the class and we're going to win the cup', but instead of having any kind of competition to work through (ie beat Albania before you get to play Germany, or whatever) you can have a go at anyone you fancy. What's more, although I wasn't amazingly good at it I reckon the difficulty level isn't pitched quite high enough in 'single mode' – after a while you might begin to question *Gazza*'s value for money.

And that's it. I'm still miffed about the very misleading packaging, but that oughtn't prejudice my feeling about the game itself. There's no doubt that as a two-player *Gazza* is a wizard soccer sim – play it with a mate and you're in for a brilliant time. But the weakness of the one-player mode does notch the score down a peg or two I'm afraid.

finalverdict

80 60 40 20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
70°	74°	85°

DIAGNOSIS

At last a really fast soccer sim for the Speccy. Brilliant as a two-player, a let-down if you're on your own.

INSTANT APPEAL 89°

87°



CRAP GAME CORNER

Fancy a jolly good whipping? (Oo-er!) This little lot obviously do. RICH PELLEY gets out his cane and inflicts the punishment.

THE REALLY (REALLY) AWFUL ONES

PRO HANG MAN SIMULATOR
By Paul Gaskell

Original, addictive, well programmed and fun – no. Complete and utter tripe – yes.



COMBAT
By Ben Fry (age 13 – although that's no excuse)

The screenshot fooled me into thinking this was good. (It was lying.)



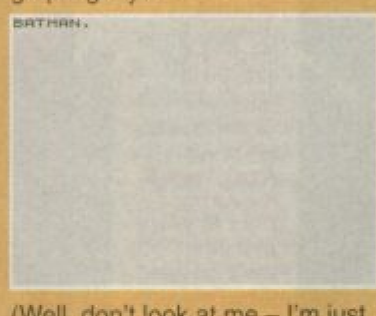
CLASSIC ROCK AND POP QUIZ
By Darren Rowley

Or C.R.A.P. quiz for short.

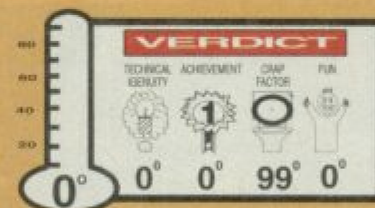


A YUCKY ONE
By Ray Parry and Gary Sullivan

Yuck! When I opened the Jiffy bag this one came in, not only did I find a battered old tape and some shabby 'instructions', but also a collection of hair which I later discovered came from more around one of the senders' lower-'portions' than from his head. Erk! And, promising so much, the game itself certainly didn't disappoint in the crap department. Here it is, in all its grapic glory...



(Well, don't look at me – I'm just as 'foggyless' as you are.)



ROBODUCK
by S Cartwright

Right, 'inlay card' time. "The crime rate in 21st Century Ducktroit is soaring under the influence of evil crime boss Malard Dukiker. Police Officer Dennis J Duckling is mercilessly gunned down in derelict street whilst on the trail of a gang of ruthless bank robbers.

"The world's first cyborg cop is built from the remains of his body. He is soon put back on the beat, but begins to remember what happened and goes in search of the ducks who killed him."

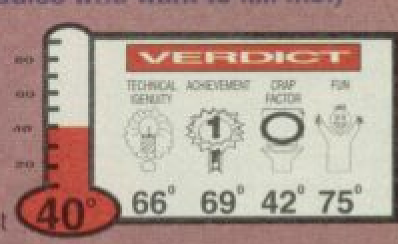
Sounds familiar? Well, it's supposed to. And the game, although written in BASIC, is surprisingly not too bad. As in *Robocop*, you have to walk (or this case waddle) along the street shooting baddies who shoot at you from either side, from above windows or even from bikes – making sure not to shoot the un-armed ducks by mistake. And the weird thing is, there actually lurks a vaguely playable game somewhere in here – you have to have pretty fast reactions to be able to shoot all the baddies before they shoot you (which, when you think about it, is just what most of us want from our shoot-'em-ups). Nope, it's pretty darned good. (Blimey.)



I'm sure I've seen this somewhere before...



Gosh, I'd better watch out for those windows! (Who knows – they're probably 'camouflaging' some horrible smelly baddies who want to kill me!)



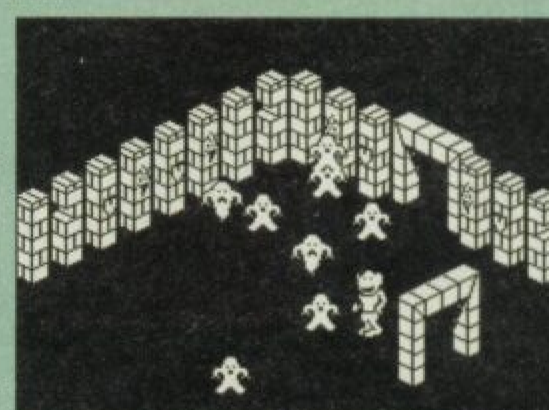
A COUPLE OF JOBBIES THAT WERE DONE ON THAT 3D GAME MAKER THINGY BY CRL

Remember this? It was that neat package you could invent your own 3D isometric games with – y'know, *Alien 8* and *Head Over Heals* type things. The first is by Jason P Dunning, goes by the name of *Future Dreams*, and is available by sending £2.50 or £1.50 plus a cassette to 28 Nene Road, Eaton Fort, St Neots, Cambs PE19 3JY. And the second is called *Spooked* and is also available for a mere £1.25 plus 'cass' from Paul Titheridge. (Or at least it would be if he'd thought to add his address at the bottom of his letter. Ho hum.)

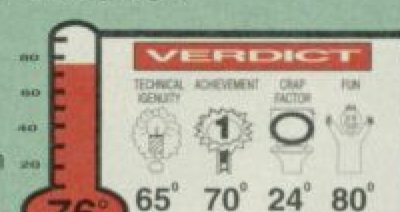
Anyway, er, crikey, what else can I write? Well, taking into consideration the limitations they were faced with using *3D Game Maker* (which, if I remember correctly was pretty limiting really 'cos all you could essentially do was change the graphics and maze, and not much else), they're both pretty good. Lots of effort, darned good pair of chaps, woffle woffle etc etc. (And there you go.)



Whoops! Watch out for those amazing 3D pencils! (So real they'd poke your eye out in a jiffy!)



And now for something completely different. (Well, not all that different really but there you go. This one's *Spooked*.) (I'd never have guessed. Ed)



Tragically, it looks like that's about 'it' for this issue, so I'm off to have a bath. Don't forget to keep all your crap games coming in though - should yours be mentioned then you too could walk away booty-free. And the address? Why, I do believe it's.... Rich Pelley (but you can call me Rich Pelley), Crap Game Corner, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2BW. Au revoir (French).

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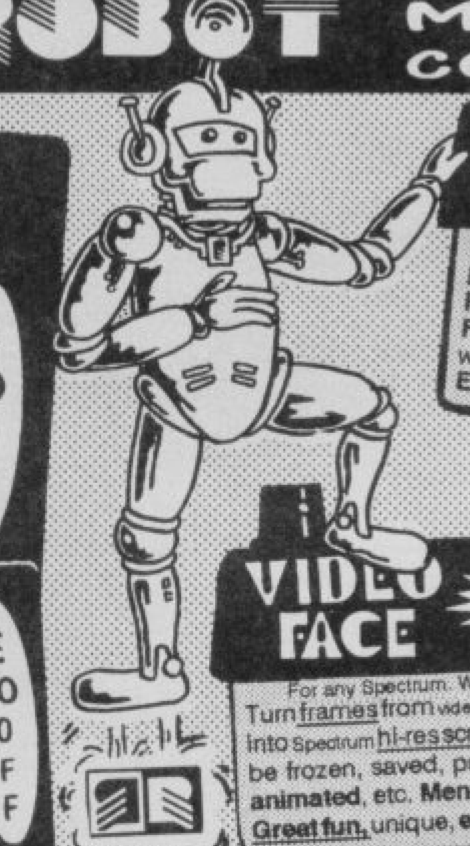
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F-16 COMB



Digital Integration
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Linda Oh dear. I've got a bit of an admission to make here – I've never actually played a flight sim before. Luckily though there's a very handy little Complete Guide To Flight Sims in a recent issue of *YS*, so if you don't mind hanging around I'll settle down with it and a few selected games and do a bit of research. It won't take long, so see you in a few minutes.

...Erm, sorry about that. It took a little longer than I thought (three days longer in fact) but at least I know what I'm talking about now.

Right, from what I can gather from the *YS* piece, flight sims are infamous for their high boredom factor, ie most people don't find them very interesting at all. You have to take that with a pinch of salt, I guess (after all, JD wrote the piece and he finds all games boring on principle) but there's an element of truth in it – compared to your average Speccy game they can be ultra-technical, very hard to get into and in the end not really all that exciting once you've got there. I have to say though, that's not the impression I got from *F-16 Combat Pilot*.



Right, so where do I start? Well first off, a warning – this game *is* incredibly complicated. In fact, you'd be better off not thinking about it as a game at all, or certainly not a game in the *Pang*/*Gazza II*/whatever sense – this is about as close as you're going to get (with a Speccy at least) to the real thing. If you're mainly into coin-op conversions you can play without the need for instructions then it won't be your cup of tea at all.



Aha! Flight planning time. The targets are already logged into your computer, so just work out your route.

For those who are still interested though, a brief history lesson. Spec-chums with long memories may remember a handful of Digital Integration flight games from the dim and distant past – the (really, really) ancient *Fighter Pilot* for instance, or the (marginally) more recent half arcade/half flight sim *ATF* (*Advanced Tactical Fighter*). They've been quiet on the Speccy front since but that doesn't mean they disappeared totally – there were their various 16-bit successes for instance, the greatest being (you guessed it) *F-16 Combat Pilot.* And now (at last!) *F-16* has made it down to the Speccy and – whadaya know? – it's jolly good indeed.

Exactly as you'd expect, the game puts you in the cockpit of an F-16 Fighting Falcon (one of the most manouvreable combat aircraft around). As you progress through the game you get assigned to different squadrons – each based in a different part of the world – and have to carry out a mission for them. There's the training squadron of course (where you get to familiarise yourself with the aircraft) and then there are the five combat missions – Scramble (an air-to-air interception mission), Hammerblow (a selection of ground attack missions on military targets), Deepstrike (ground attack on bridges, factories and so on), Tankbuster (anti-tank missions – very dangerous) and Watchtower (low-level, high speed reconnaisance). You pick your mish from an icon screen showing an overhead view of the Pentagon – each side of the building representing a different one. The central section is something else though – this represents Operation Conquest, a much more involved strategic option, which crunches elements of all the other missions together. The computer will only let you have a go at this once you've completed all the others though.

The idea with Conquest is to force your enemy

Welcome to the central multifunction display! On the left we have the angle of attack indicator.

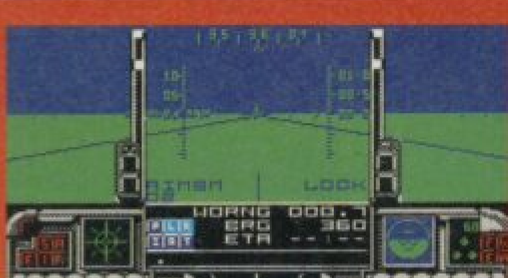
And on the right is the vertical speed indicator, which shows our rate of climb and descent.



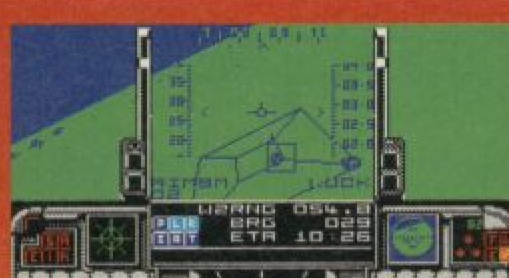
The very useful moving map display, showing your exact position.

Ground-target-track, your target will be shown as a diamond.

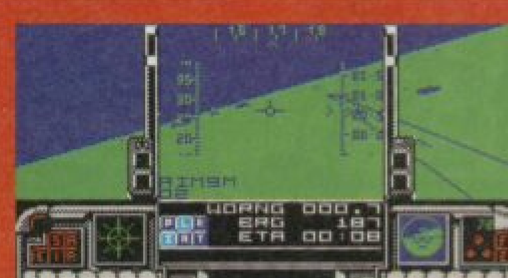
Here is your primary flight data. Above is the artificial horizon.



Taking off! Check your straps, throttle back, apply wheelbreaks. Hold tight!



Beneath you is a site, go in closer to check it out. Then bomb it (ha ha).



OK, so you've taken off. Try turning gently, just to get a feel of the aircraft.

BAT PILOT

YOUR SINCLAIR MEGAGAME



Weapons load in pairs and the selection is up to you – but you do have loading restrictions. The configuration shown here is that recommended by the ground crew.



to surrender by reducing his fighting ability and morale. You're in command of various squadrons, and assignment of targets and effective use of available aircraft is all down to you. Watch out though! He'll be trying to do exactly the same to you, so it's no good going for, say, an all-out attack on a series of enemy factories if it leaves your own fuel depots sadly vulnerable. As commander of the operation it doesn't matter if the aircraft you are flying happens to get shot down (you can transfer your command to another if you've any left) – it's the overall success of the operation that counts.

After each successfully completed Conquest you'll be offered promotion to another, better squadron, though beware – with each promotion the stakes get higher and the enemy tougher to beat. Each game of conquest can take a massive amount of time – eight hours isn't uncommon – so luckily they've put an 'R&R' option in here to give you some well deserved mid-mission leave (ie it lets you save the game so you can go for your dinner and then come back for more).

Phew. That's the basic gist of it. Now let's take a closer look at the plane and how you fly it. Once you've chosen your mission and have your targets, you pick the basic weather conditions (night/day, clear/cloudy) and then load the weapons. There's a very wide choice and of course it's up to you what you take (though for absolute beginners it might be best to go for the 'groundcrew recommended' option which will load the plane automatically).

Now you're in the cockpit and – blimey! – what a lot of controls. You can play it on keys (though that's a bit of a nightmare) or on the joystick option where you really want two sticks. One is the throttle (and you have it on one side of the Speccy) while the other actually controls the direction of your aircraft. (This is pretty close to the real set-up on an F-16 apparently, though I wouldn't know). Then there's the vast array of utilities on the control panel – a moving map display which shows you where you are and also shows targets; radar which shows you where enemy aircraft are as well as other targets; a weapon status screen and a digital artificial horizon (so you always know how your F16 is oriented). Other displays show altitude, airspeed, rate of climb, fuel status, and the speed and altitude of enemy aircraft and so on.

Blimey. Now you can start flying, and this is the difficult bit. The F16 can do so many things – the rather massive manual outlines all sorts of clever combat manoeuvres – that although bombing along in a straight line is fairly easy, making the proper use of the plane in a dogfight situation takes some doing. That's not to say you don't get any help though – as in the real plane, lots of things are done automatically. Enemy aircraft are tracked for you, your targets are logged into the plane's computer (as is your flight route) and if anything's wrong you'll be told.

It's not just the incredible detail and correctness of F-16 that makes it impressive – graphically it's a bit of a treat too. Like in *ATF* all the topographical features and targets are indicated by grid lines. Daytime flying has a green landscape and blue sky (never!) with enemy aircraft, airfields, targets and hills in a paler blue. Night flying, thanks to the infra red, is all red and black. Occasionally cloud cover will mean that you're flying blind (eek!) which can be a bit scary.

There are some really nice little touches too – like the fact that if you turn too swiftly the blood drains away from your head and you black out. The screen goes completely black for a while and when you come to the picture returns. (Hopefully you won't have crashed in the meantime, but if you do – and this is another good bit – blood drips down to cover the whole screen.) All the opening screens have excellent graphics and bags of colour too.

Writing a conclusion for a game review like this is really difficult. It's an incredible feat of programming and has an added strategy element that takes it beyond most flight sims. The term 'game' is really a bit misleading – this is more like a pilot training programme! Once you've mastered this I've no doubt you'd be completely at home in the cockpit of a real F16. The flight manual even goes into the correct flying attire – this is a serious business!

And there you have it. Provided there aren't any major bugs in it – and I haven't seen any so far – this has to be the most complete Spectrum flight sim yet. Perhaps the most impressive we'll ever see. (Mind you, I'm glad I'm not an F16 pilot. I've a horrible feeling that all that tipping and turning would make my insides go wobbly if the truth were known.)



There's gold in them thar hills! Actually,there isn't but they are very good for flying practice (and crashing into!).

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
95°	88°	92°	86°

DIAGNOSIS

Well programmed, bloomin' complicated – perhaps the ultimate Specccy flight sim.

92°

It's *YS*'s answer to *Tomorrow's World*, and much, much more (except DAVID WILSON isn't quite as irritating as Maggie Philbin). *(And he's not married to Keith Chegwin. Ed)* Er, no, that too. Okay, jolly good, off we go...

S·L·O·T·S O·F FUN

Davey's Corky Coin-Op
CYCLE WARRIORS
Tatsumi



Very dodgy road-sweeper ahoy! (Go on, shoo. You're not going to 'wipe the asphalt' with me, matey.)

Here's a good 'un. Take the scroll-into-the-screen rolling-road action of *Super Hang On* and *Enduro Racer*, cross it with car-smashing chase action a la *Chase HQ* and you begin to get the picture. Then add enemy bikers to be punched from their mounts, enemy gyrocopters dropping bombs on you which you can leap up and punch, road-blocking end-of-level nasties like rogue JCBs, and you're getting closer. But to get the *whole* picture you have to consider that although you're riding into the screen you can ride further forward and decelerate back to add an extra dimension of movement. When you pull back you practically get your sprite to fill the whole screen. It's well impressive – the action simply leaps out at you!

You can jump over cars backwards and forwards as well as landing on their roofs. As they receive more damage large chunks of bodywork fly off just like in *Chase HQ*, until they finally explode.

If *Cycle Warriors* is a smash in the arcades there's no reason why a conversion wouldn't do the same job on the Spec.

Overall – 90°
Convertibility Factor – 9

Brilliant rolling-road beat-'em-up, different but with enough stuff from other good games to be reliably fab.



Eeeek! Where've I gone?! Oh yes. I'm just in front of that baddie car. (Doesn't he know you've got to leave at least 15 feet between road vehicles?)

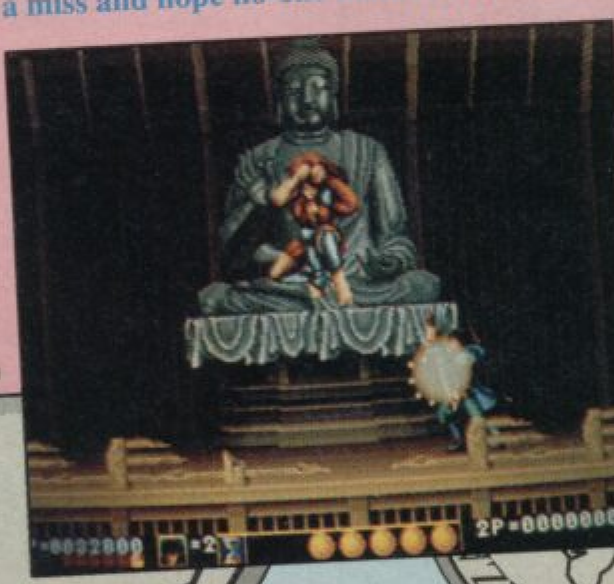
LIGHTNING SWORD
Irem

Oh blimey! Just when the arcade seemed to be packed with the promise of new-found originality, here comes Irem's new title *Lightning Sword*. Ho hum. It's a viewed-from-the-side horizontally-scrolling martial arts slash-'em-up for one or two players, and it does absolutely nothing new to its genre. Two players move along the landscape with a limited range of moves, including some sporting swordsplay very reminiscent of Capcom's brilliant *Strider*. Look out for the ornamental garden furniture, particularly the pillars – give 'em a good slash and they'll unveil bonus power-ups to soup up your character. Huge and uninspiring sprites appear as end-of-level baddies which take eight zillion hits to dispatch, like the big bull-headed chap with a large spear. It just seems to be a case of leaping up into the air, getting behind him and slashing away. Unfortunately he seemed to take about two hundred and thirty eight hits to top (or thereabouts) by which time I'd become rather bored with it all. Maybe it gets massively brilliant after the second level, but since nobody else in the arcade wanted to play it either I'll never know. All very lacklustre. Save your dosh.

Overall – 70°
Convertibility Factor – 9

Very tried-and-tested stuff here with little to commend it. Give this one a miss and hope no-one bothers to convert it.

(Ah-ha! A praying hippy! Time to adopt my creep-up-on-the-ponces-and-bash-their-brains-out strategy.) Hey, man, jossticks. Hang loose... (Ka-THUMP!!)



ARCADE NEWS

It's a rather exciting time of year for arcadesters at the moment. Not only are we seeing some pretty groovy machines at last (of which more next month) but it's also the season when the amusement trade holds its two big exhibitions to preview next year's 'hardware'. The first was in October but the second should be 'appening even as we speak (ie the first week in Jan). Expect a report soon.

Sega's brilliant air battle *G-Loc* is to be fitted into a funky new cabinet and have its gameplay improved. The 'shell' is called the R360 and rotates at 360°!! Two other Sega games out at the mo are the splendid motorbike game *G-P Rider* and a *BeastBuster*-style shoot-'em-up called *Ghost Hunter* using the *Line Of Fire* reflector sight. Of course, it was US Gold who laid claim to the 8-bit *Line* release and they've just won the rights for a *G-Loc* conversion as well (not to mention Capcom's *Final Flight* and *Magic Sword*, both reviewed here two months ago).

Taito's *Majestic Twelve*, reviewed last month, is now known as *Super Invaders '91* (just thought I'd tell you).

And Jaleco (the guys who brought us *Big Run*, licenced to the Sales Curve's Storm label, and *Winning Run*, the Formula 1 *Hard Drivin'*-style game) have an exciting new title called *Cisco Heat* lined up. This uses the same style of graphics as *Winning Run* for a cops-'n'-robbers chase through the streets of San Francisco.

Uh-oh, looks like I've run out of room – speak to you next month!

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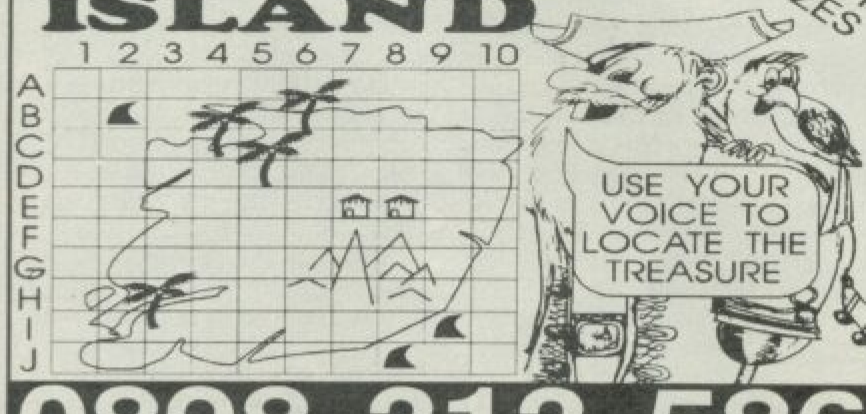
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FUTURE SHOCKS

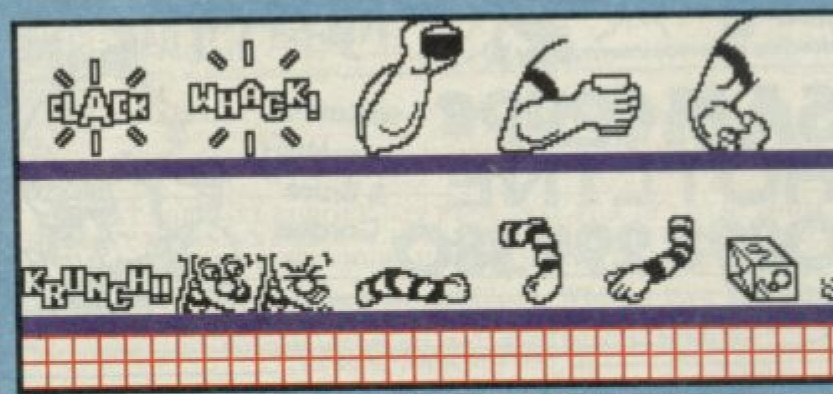
Future Shocks isn't quite bulging at the edges like it was last month, but there're still a couple of nifty new games to take a gander at. For a start, there's *Viz* (based on the incredibly rude 'adult' comic) and then there's... (Ah, but we're plum out of space.)

VIZ
Virgin



It's lewd, it's rude, it's really rather funny (in a saucy sort of a way). No, not humble old *YS* – *Viz* comic, the soaraway sensation of the '80s! Be warned though – this Future Shock contains some pretty rude words, so don't read on if you're easily shocked!

Right. *Viz* comic – you must have seen it, even if you're too short to have ever picked it off the top shelf at Smiths. It's like a cheeky version of *The Beano* or *Dandy* – printed on super cheapo paper, full of characters firmly in the *Beano* mould (ie slightly old fashioned chaps and chappesses with one 'special characteristic' which is always getting them into scrapes) but with a difference! The 'special characteristics' aren't that they're particularly strong or have a mechanical friend or anything 'normal' like that, but that they, well, that they... Oh, I dunno. Why don't we let the titles of the comic strips explain what they're all about for themselves? There's Sid The Sexist, Spoilt Bastard, Billy The Fish, Biffa Bacon, Buster Gonad And His Unfeasibly Large Testicles, The Pathetic Sharks, The Fat Slags, Johnny Fartpants (There's Always A Commotion Going On In His Underwear) and so on. And – would you believe it? – just about every last one of these characters appears somewhere or other in the *Viz* game! (Every last one of them except for Billy The Fish, that is, because the folk at Probe – who've developed the game for Virgin – seem to be labouring under the misapprehension that nobody actually likes him!)



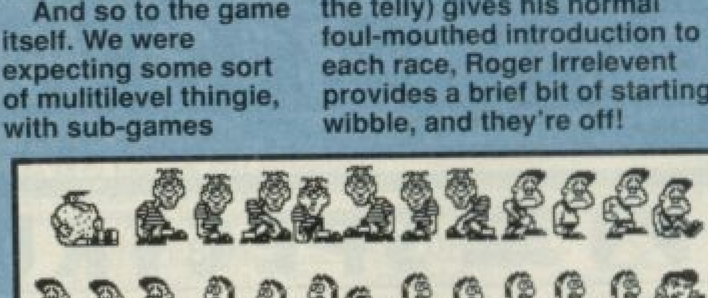
Assorted graphics from a couple of the sub-games. (So, no, it's not a spooky version of *University Challenge* at all.)

And so to the game itself. We were expecting some sort of mulitilevel thingie, with sub-games featuring each of the famous *Viz* characters, but no. Instead they've created '*Viz* – the race', a simple arcade game that just happens to feature the characters as both the racers and the obstacles that get in their way. (It's all rather like the route Virgin took for their recent Monty Python game in fact.)

Roger Melly (the man on the telly) gives his normal foul-mouthed introduction to each race, Roger Irrelevent provides a brief bit of starting wibble, and they're off!



Loads and loads of loose graphics from the game. Johnny Fartpants and Buster Gonads are at the top, oodles of other *Viz* characters at the bottom.



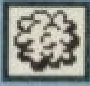
From top to bottom, left to right – Buster, Finbar Saunders, Bertie Blunt, Sid The Sexist, Shakey...



There's Biffa Bacon in one lane (punching people who get in the way, and spinning around like an angry top when in a 'lager frenzy'), Buster Gonad in another (bouncing on his testes like a Space Hopper, and occasionally grabbing a wheelbarrow to help carry his fleshy burden) and Johnny Fartpants zooming ahead with brief bursts of pump power.

The individual races take place through a park (watch out for the vicious Parky!), on a beach (dodge the Pathetic Sharks!), in a disco (look out for Sid and the Fat Slags!) and on a building sight (hide from the homicidal Bacon family!).

In addition there are a series of sub-games – mainly wagglers – in which Johhny has to fart his way up to a new height record, Biffa has to drink loads of beer, Johnny (again) has to inflate hundreds of balloons with his bottom and so on.



And that's it really. *Viz* has been put together by the sick minds of Dominic Wood (of *Metrocross* fame), Simon Butler and Drew Northcott at Probe, and looks like it'll be lots of slightly saucy fun. Virgin certainly insisted they didn't go for a toned-down version of the game ("It just wouldn't be *Viz*!") and are actually planning to employ a special person to deal with the massive barage of parental complaints they expect when the game actually comes (fnar, fnar) out around Easter*. And keep your eyes peeled for a full review soon!

*This bit is actually a bit of a lie.



GAUNTLET 3D

USGold

G*auntlet 3D* is (wait for it) a 3D isometric game for one to four players. It consists of eight scrolling levels which represent the eight kingdoms of the Island of Capra, which has been taken over by an evil sorcerer. What to do, what to do? Well, what the usurped ruler (an old wizard) eventually decides upon is to gather together the champions of all eight kingdoms and set them loose on a quest to restore Capra to its former magical glory. Unfortunately the island's waterways – and consequently most of the food – have been poisoned, and since the rivers are flowing into the sea you'd better hurry before the whole world starts to die! (Eeek!)



One of the early icon-filled selection screens – colourful, isn't it?

And there we have it. It is, of course, a 3D version of the famous *Gauntlet* game, and as such has the same massive play area, the same gigantic number of places to explore, the same spooky ghost characters at every turn – the major difference being that you see it all from a three - quarters angle, as opposed to a top view. The four players (each of whom has only one life) are chosen from the aforementioned champions – if you are playing in one player mode and your character pops his (or her) clogs then you can summon the other three (one at a time) to continue the fight.



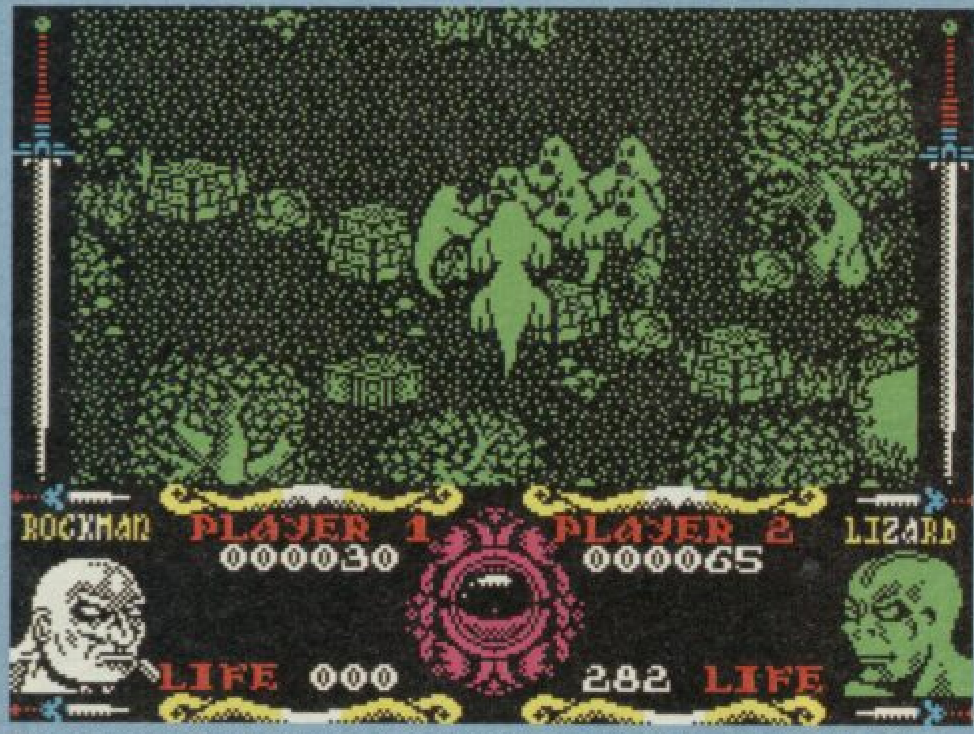
Mapping's going to be trickier with this version for sure.

Okay, the characters to choose from (are you ready for this?). Well there's the Forest Guardian of the Tree Kingdom, Warrior from the Mountain Kingdom, Lizard of the Swamp Kingdom, Rockman from the Volcanic Kingdom, Neptune of the Sea Kingdom (of course), Vixon Of Darkness from the Lost City, Hunter Of The Ice from the Ice Kingdom and Wizard from the Magic Kingdom. (Blimey!)

Once you've chosen your characters, you start your quest through the kingdoms. Each has its own set of baddies to defeat, from electric eels in the Sea Kingdom to the eyeballs of the magic one. And in between are polar bears, grunts (?), winged harpies and the like. (In other words, there are lots of very different baddies to fight and oodles of different backdrops to fight them in.)

At the start of the game you'll be shown a map with your present location marked, each section of it (which corresponds to a level and kingdom) shown in ruins. As you complete each level (thus ridding it of the forces of evil) it will be rebuilt and coloured on the map.

And there we have it. *Gauntlet 3D* promises poisons, potions and holes in the ground to drop witches into. (Holes that you can actually pick up and drop somewhere else if need be!) You may not be able to map things out quite as easily as the overhead view of the original allowed you to but the detailed graphics and extra features should more than make up for that. We can't wait! (And we won't have to long – look for an Easter release and a full review next ish.)



These spooky ghost things will be familiar to anyone who played the first *Gauntlet*, though you won't have seen them from this angle before.



Blimey! And here are a few more of them, this time surrounding two of our (very wooden looking) heroes.

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